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PC GAME GEAR FANCOM PC ENGINE NEO GEO ST

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# COMPUTER + VIDEO GAMES

FEBRUARY '92  
ISSUE 123

INSIDE  
SPEEDBALL  
MONKEY ISLAND  
JOHN MADDEN  
GRAND  
AND MORE

## T2

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1992 MAY 23

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### ED FIRST

In between his shark fishing expeditions, crocodile wrestling bouts and assisting the Soviet Union in their switch to a free-market economy, Tim Boone still manages to find the time to knock out an issue of CVG. What a star, eh?

### NEWS

What's been happening in the mad, mad world of leisure computing? You'll never know, unless you scour this month's thrill-a-minute News pages! It's a hot it's here!

### STRIKE ONE! STRIKE TWO!

### STRIKE THREE! YER OUT!!!

Neo Geo lens get ready for a sporting sensation and check out 2020 Baseball on the wonder machine - it's a future aim of America's second fave game where the best are victorious and the sad man get blown-up by landmines!



**TIM BOONE**  
PIRATES MAY BE NASTY BUT...

When I was at school me & my mates used to draw the partitions in our lockers and pinch sweets out of the other kids' lunchboxes. It was a daily robbery, we did it for ages and nobody caught on. It was terrible and I still feel guilty about once every ten years.



**FRANK O'CONNOR**

The worst thing I ever did was lean on the bolts on this old bike and let him go. I couldn't ride down this hill in less than thirty seconds. He pulled off down the slope, the bike fell apart and he went flying. I feel terrible about it now.



**JON BILLINGTON**

When I wore a fed I used to wear under the stairs. Jumped out and scare my grandad stupid. One day he was so terrified he almost had a heart attack. On I got taken to the hospital and given a real telling off. It didn't work, though - 'cos I still do it all work and it's a great laugh.



**STAFF WRITER**  
PAUL RAND

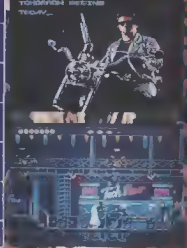
I once sprayed leaves at my shaver on my little brother's arm to see what would happen and came up in that massive, horrible hump - you've never seen anything like it! I've been feeling guilty about it all week...

## GO! FAB FOURTH ISSUE!!

It's unbelievable! This month's cover game Robocop 2 gets a full EXCLUSIVE Game Boy shakedown in Britain's ONLY mag for hand-helds, as does the fab Terminator 2 cart - the cover of this month's CVG! Game Gear fans can be dumbstruck by GO! Reviews of Ninja Gaiden and Galaga '91 and there's tons of stuff for Lynx and PC Engine GT owners too - including a massive GT Lowdown! What more could you ask?



THE BATTLE FOR TOMORROW BEGINS TODAY...



MANAGING EDITOR  
JULIAN RIGNALL

There was one odd fellow named in the school rugby team, and he was heaping around in agony for ages. It was a horrible thing to do, but bloody funny and he deserved it."



## HE SAID HE'D BE BACK! 26

It's an Annie Invasion in CVG this month! Terminator 2 - Judgment Day lines up for EXCLUSIVE reviews on NES and, in your last fourth issue of GO!, Game Boy! And if that's not enough, an update on the original Terminator game on Megadrive AND an EXCLUSIVE look at the same game on the Master System! Your fingers must be burning with the heat!

## THE CVG QUESTIONNAIRE! 33

Think CVG is tops? Want to see a bigger issue of GO? Don't sit in a dark corner and grumble to yourself - fill out our latest CVG Questionnaire and tell us what you want to see (and what you don't) in Britain's best games mag! Hurrah!

## YOB'S MAILBAG 41

He's the man they can't gag and his girlfriend's a hag. Britain's answer to something very poor indeed: an award letters end invites you to give him a gobful of slaver!

## MEGADRIVE VS SUPER NES - THIS TIME IT'S WAR! 53

The Super NES is released in the UK this Spring! And you can bat your bottom dollar that Sega will be pushing forward the launch date for the Mega CD. To help you fight your way through the hype, CVG brings you a special four page pull-out as we put the two head-to-head - which one comes out tops?

## CHEAT MODE 59

He's the man in the known universe who wears ehada in the middle of winter. Mind you, they are cool Ray Ban's. He's Paul Rand, he's everyone's hero and he's ready with a bunch of supercool tips - just for you.

## THE RETURN OF THE CVG CHALLENGE! 72

It's back! The CVG Challenge returns due to popular demand, as ace Speedball 2 player Mailhew Poni takes on the lads at his fave game - but the sneaky CVG trio have a trick up their sleeves!

## THE OFFICIAL UK HIGH SCORES CHART! 75

Sultry Sadie perches her lutey frame at the helm of the good ship High Scores with Britain's only Official Highscores Chart - the most important reference point for the country's top gamers today! Have you got what it takes to make it the grade? Check those scores and find out if you too can be a hero!

## JAZZA'S ARCADE ACTION 88

Bloody hell! Jaz Rignall burials forth from the Southend arcades to bring news of Xaxex, Peng aqual Tumble Pop and news of the incredible Star Trek pinball table!

## PREVIEWS 99

What a lot we've got for you this month! Empire Strikes Back on NES! Chuck Rock and Corporation on Megadrive! Loom on CD-ROM! And the brand new Indiana Jones adventure! There's so much here you'll fill your pants - and probably somebody else's too!

ADVERTISING MANAGER: JIM LONG JOHN OWENS SALES EXECUTIVE: Greg "Black Spot" Watson PRODUCTION ASSISTANT: Emma "Little Treasure" Sadler ADDITIONAL LAYOUT: Emma "Macho Marketing Manager" Marx "Jolly Roger" Swallow PUBLISHING DIRECTION: Graham "Pissed & Slight" Taylor

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MAGAZINE 0251 5557 THIS MONTH'S GAME QUE: YAKKON

HEROIC WHO DOESN'T KNOW THE ANSWER TO LAST MONTH'S

ANSWER NEXT ISH

A: FINALLY, HELLO TO EVERYONE LIVING IT UP IN PENNSYLVANIA

KNOW WHO YOU ARE!

# ED-FIRST

Welcome to another action-pecking, thrill stacking, gob smacking issue of Britain's greatest games meg! Inside these very pages you'll find all the latest and greatest games on your machine - and whatever you got for Christmas you can bet your booties we cover it here!

First off, check out the incredible latest issue of GO! meeting gently inside these lovely pages. Inside you'll find the world's first EVER review of the Incredible Tarmintor 2, Robocop 2 Exclusive and so much other great stuff you won't believe your eyes! In fact it's stuffed with so much hand-held action it might just stunt your growth, so handle with care...

If T2 on the Gameboy ain't enough, we've also scooped the game on NES for the full Nintendo treatment. And if that still leaves you with any breath left, we've weighed in with Exclusive previews of the game on Megadrive and Master System. Wool!

Once you've recovered from that, check out our Incredible pull-out Mega CD v Super NES special and fab game including Monkey Island III, Spadball II, 2020 Baseball...the list is almost endless!

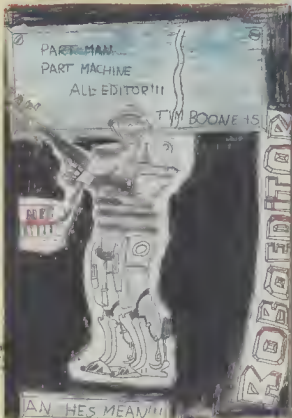
So prepare yourself for some of the latest and greatest goodies in the world, and keep writing in with your comments, tips, hints, recipes, shopping lists, dearest friend diaries, cash, bank's drafts, certified cheques, indecently large diamonds, crown jewels and anything else that might give us a laugh - 'cos that's what keeps us making mags as good as this! See ya next ish.

TIM



Is Randy really this handsome? Jason Morliore from Teignmouth, Devon, certainly thinks so!

Then from Bob



## WOT A SPAMMY GET!

By the time you read this, yours truly should be rubbing shoulders with all sorts of famous people amidst the glitz and glamour of Las Vegas! I'm there to report on the CES Show, where zillions of great new games are unveiled to journals from across the world! This is where all the big-time games publishers unleash their latest goodies on the world, and we'll be there for the in-depth report!

So look out for next ish, which should be stuffed with more while hot Exclusive games news than anyone can handle, together with a full report on some pretty seed entities with those bloody fruit machines!

## DRAW THE BOYS FOR FAME AND FORTUNE!

Wowza! We had a fab response to our Draw The Boys compo last month, in which we asked you to draw pictures of us just like those you find on CVG's review pages! For sad shamblers who missed it, we asked you to draw hilarious pictures of the CVG team and we're putting up a Megadrive for the very best of the lot and free software to whoever we think deserves it! So if you want the chance of winning, get that skull pic in to: **THE BEST MAG EVER, CVG, PRIORY COURT, 39-32 FARRINGTON LANE, LONDON EC1R 3AU.** Meanwhile, here are a few we like the look of!



Paul Kennedy from Birmingham's the bodacious dude behind this fabbois piccie!



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LINKS



F1 STRIKE EAGLE II



PRINCE OF PERSIA

And when it comes to using all that storage capacity it has a fast 80286 chip running at 16 Mhz so you'll be able to get through the business of the day with enough time left to play around.

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If golf isn't your game the Amstrad PC5286<sup>®</sup> Thruly Pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick. Also included is Microsoft Works the outstanding integrated business software package.

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# NEWS

## SPECIAL REPORT

### EXOREX

We reported on this game quite some time ago, but it's been through quite a few changes since then. The game is a networked four-player shoot 'em up featuring elements of strategy and sneaky cunning. The players drive (I that's the right word) huge dirt stomping Robots armed with missiles and lasers.

The object is very simple: find your opponents and blow them to oblivion! The computer is there to make things difficult for you though, sending out armed drones to hamper your progress. The action takes place in a large maze of skyscrapers, plenty of hiding places for you and your enemy. You can't leave the city though, 'cos a huge laser fence will vaporise you if you try it, and the perimeter laser towers won't let you near it anyway. You can wander around at will, or call up a blueprint map to help you find your way around. We've played early versions and the verdict is awesome. Look for a full review soon!



# VIRTUAL REALITY

It's Virtual Reality, it's fab and it's here! VR is the b.i.g news right now. The ability to immerse yourself totally in a computer generated world has caught on like wildfire, and Leicester-based W Industries are about to take the arcade world by storm with a load of new VR treats - so here's FRANK O'CONNOR to tell you all about 'em...



### DACTYL NIGHTMARE

What's the scariest dinosaur of all? I'll tell you, it's the Pterodactyl! This fearsome creature ruled the skies millions of years ago until evolution came along and invented the sparrow. Dactyl Nightmare is one of the most effective uses of Virtual Reality ever. Up to four players can participate and the object of the game is simple: You simply run around a maze of platforms and kill your pals. The problem is, a huge Pterodactyl is swooping around ever hungry and always looking for fresh meat.

The players can pick up extra weapons to make the job of killing their mates easier, but the flying fiend is indestructible. This particular game uses overhead sensors to detect where you're standing and the illusion of reality is excellent. Of all the VR games, this one is easily the most fun and it should prove a big hit.



### CYBER QUEST

Cyber Quest is so hot that not a lot is known about it. We can tell you it's a three dimensional RPG along the lines of TV's Nightmare show. Featuring wizards and warriors galore, this is your chance to become Conan the Barbarian or at least as close as you can get. It is expected in Spring 92, so it shouldn't be too long before we have some more information. Watch this space!





# BLISTERING PACE

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# NEWS

## TOP GEAR THRILLS 'N' SPILLS!

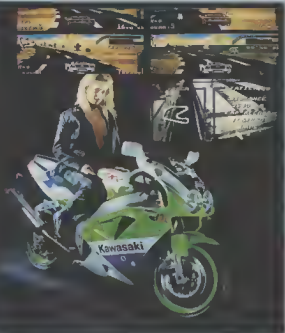
Here's some news on a game set to become one of the hottest racing titles ever seen on consoles - and that's saying something!

**Top Gear** (which may be released as **Top Racer**) has to rank as the hottest racing cart yet on the Super NES (Fam-com), and one of the greatest head-to-head console lifts ever!

When the Big Ed himself rushes into the office with a pre-production cart, makes funny shapes with his face and gesticulates all over the place you know he's got something very good (or a dose of something very bad).

**Top Gear** puts you in the driving seat of some of the swiftest cars around at tracks across the world. Race against the computer or a mate for maximum life and eelci alther Auto or Manual gears depending on how good you are!

What really makes **Top Gear** stand out is the fact that it's being programmed by none other than **Gremlin** - the publishers behind the outrageously successful **Lotus Turbo Esprit**. You know it's got to be good!



Due for release by Kemco in Japan very soon, with Europe following later, this is definitely one to keep both eyes open for. Watch out for the full review the very microsecond it's ready to roll!

## WORLD CUP '92!

No sooner has one World Cup finished, than another one gets ready to launch itself. The competition in question is the Cricket World Cup - wheel! This very exciting tournament has been signed up by Soundware International who are as we speak creating a game to match the pace of the license.

All the World Cup sides will be there to choose from - including South Africa who have just been allowed to come back to world cricket. Amiga-owning cricket fans could well be interested to know that **World Cup Cricket** is pencilled in for a January 12th release at a price of £29.99.



## GAMESMASTER IS HERE!

After months of hard work, the computer and video games show **Gamesmaster** has finally hit our TV screens. The first programme was shown on January 7th and will run for another nine weeks.

If you missed the first show, don't worry - you only missed John Fashenu playing Manchester United Europe as well as a whole host of CVG bods doing their 'thang' on the box!

Future episodes will feature such big names as boxer Gary Mason, tannie girl Annabel Croft and snooker star Jimmy White. Each will be playing games based upon their own sports (hard to guess what Jimmy will be playing, eh?) either on their own or against members of the public.

It's the first time a reel computer and video games telly show has been screened, but what do you think of it? Why not write to YOB and give him your thoughts!



## TURKEYS OF PREY?

It's egg-on-yer-face time for Argonaut Software, the programming team fronted by Jaz San, who created the incredible **Starglider II** amongst other things. Their long-awaited super sim **Birds Of Prey** has arrived at last - and it's a bit of a sad case, to tell the truth.

Yae, there are the forty different planes featured as promised, but there are a few snags. The flight control panel is the same for each plane, for one. Very realistic, huh? Then there's the ground objects - or rather, the lack of them. A couple of hills and that's about it, really. But the most disappointing point is the outrageously slow update speed, making the game a chore instead of a joy to play.

Considering **Birds Of Prey** has been in production for around four years, it's not unfair to say that the finished article is a bit of a disappointment - so don't say you weren't warned.

STORM



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# NEWS

## TAKE BEVERLY HILLS



Has anyone ever heard of a film called *The Taking Of Beverly Hills*? If you have (and, more importantly, if you enjoyed it) you'll be pleased to discover that there's soon to be a game based on the movie, courtesy of Accolade. Called *The Taking Of Beverly Hills*, the player will take the role of Boomer Hayes, footballing hero caught up in a web of intrigue, suspense and action!

Featuring digitised graphics and sound from the film, *The Taking Of Beverly Hills* includes over 120 different screens and multiple perspectives. It'll be initially released on the PC early this year at a price yet to be announced.



## CUTE 'N' CUDDLY ATARI

Ahhh, aren't those Atari lot a load of old sooties. They linked up with a teeny mag to run a competition to design a T-shirt for the RSPCA. The design chosen by lolly smart-piece Michaela Strachan and a Neighbours person was created by Elinor Jeffries from Chippenham, seen here wearing a shirt on which is printed her prize-winning plicy. Elinor's prize? An Atari 1040ST, with four runners-up receiving an Atari Lynx.



# WIN! THIS FAB NEO GEO!



It's the biggest, the brightest, the loudest and the most expensive console there is! It's the Neo Geo and it could be yours for the princely sum of big fat hairy zilch! Are we mad or what? Do you buy your software from mail order through CVG? Well this could be your lucky day! You could walk off with a brand spanking new Neo Geo! All you have to do is buy your software from one of the mail order companies advertising in this month's CVG and GO! Once you've bought your stuff, register your entry for our great giveaway by recording your name, address and the name of the company you bought your stuff from, on the special Mail Order giveaway number:

## 0839 500 843

At the end of each month we'll pick one lucky peep out of the hat and, if the lucky blighter is a genuine customer, we'll give away the console that dreams are made of! It's as simple as that. So, put on your special telephone pantsloons and get dialling.

Special note: If you're under 18, make sure that the person who pays the bill has given you permission before you start dialling. Calls are charged at 36p per minute (off peak) and 48p per minute (peak rate).

# Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

For the last 15 years, this game has hit the screens the world has been asking for. It's a game that's been around for a long time, and it's still going strong.

The game is a great one, and it's been around for a long time. It's a game that's been around for a long time, and it's still going strong.

The game is a great one, and it's been around for a long time. It's a game that's been around for a long time, and it's still going strong.

The game is a great one, and it's been around for a long time. It's a game that's been around for a long time, and it's still going strong.

challenged to solve complex puzzles, logic problems and riddles that make a rich environment for solving the game.

The game is a great one, and it's been around for a long time. It's a game that's been around for a long time, and it's still going strong.

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PC Engine  
and its games

### WIN A MEGADRIVE!

It's the world's most popular 16-bit console - and that's official! The Sega Megadrive is one heck of a smart addition to your bedroom; win it by ringing that large number at the top of the page NOW!

### WIN A GAME BOY!

The best-selling hand-held this Christmas could be filling a space in your trouser pockets! It you're the lucky winner of this smart Hotline compo! But you'll get not a jot if you don't ring the number and answer those quizzes!



### WIN A SUPER FAMICOM!

Why wait until Spring to get your digits on a smart 16-bit Nintendo, when you can ring the Hotline number and win one? It's fab and groovy and it'll only cost you the price of a call, so DO IT!



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# REVIEW

PC

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BY LUCASFILM/US GOLD

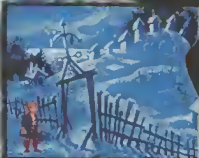
The Ghost Pirate LeChuck is dead - blown to bits by young adventurer Guybrush Threepwood. Now it's not every day you destroy a scourge of the seas, so naturally Guybrush is rather pleased with himself. The trouble is, nobody actually believes these wild claims of pirate extermination from Threepwood - how could a young 'un rid the world of one of its worst devils? Actually, the folks aren't that bothered. They've got other problems, the biggest being the inability to earn a diabolical living thanks to the late LeChuck's right-hand man, Largo LaGrande, who has taken control of Scabb Island and is



charging an impossible pirate levy. But hey, getting rid of Largo should be no problem for a ghost pirate killer like Guybrush. However, that's just the start of this quail, a journey which will take him to many islands, where he will be ignored, abused, imprisoned and eventually confronted by LeChuck himself, brought back to life with Voodoo magic. How did it happen? What will Guybrush have to do to destroy LeChuck once and for all? And just what is The Big Whoop which Threepwood (and almost everyone else he encounters) ultimately seeks?



The creepy graveyard!



Crumb - it's LeChuck's room, isn't it?



▲ So what do I do with this lot then?



▲ Loads of useful stuff here!

# Monkey Island

## COSMETIC SURGERY

In keeping with Lucasfilm's policy of making their games simpler to play, a number of cosmetic changes have been made to the sequel to the excellent *Secret Of Monkey Island*. Graphically, *Monkey Island 2* is more detailed and amusing, and the mouse-driven selection system has been streamlined to use only a handful of verbs. When the cursor is placed over an object, that object's name is shown on-screen and the possible actions to do with that object are highlighted. On picking up objects in the game, a picture of, say, a pirate's hat (if that's what you have picked up) is shown, as opposed to just printing the text 'A pirate hat' - all little things which mean a lot in terms of *Monkey Island 2*'s ease of use.

# Monkey Island II



## REVIEW

Underwater  
leaves shoy!

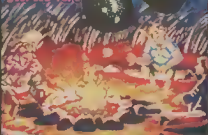


Fab! Acai Toppar! Cuahy! Just a small selection of words which describe my view of Secret Of Monkey Island 2 - LeChuck's Revenge. The first Monkey Island game was great - maybe even better than Indiana Jones and The Last Crusade - but this, this

soars way over its prequel in terms of quality and quantity. It really is a mesalva adventure, but at the same time totally absorbing. I managed to finish the first section in what I thought was perhaps an hour, but imagine my surprise when I glanced at my watch to find that three hours had passed and I'd missed my bus and the pubs were shut - and imagine my disbelief when I told myself that I wasn't bothered because I'd enjoyed myself so much! Lucasfilm's new iMUSE music system is incredible and simply has to be witnessed to appreciate just what a difference it makes to the overall package - no pausing between tracks, no mesalva and immediate differences in styles between one piece of music and the next; the tunes just flow into each other and change with the mood of the game! Everything about Secret Of Monkey Island 2 - LeChuck's Revenge says Quality, so buy it!

**PAUL RAND**

Can't stand it!  
shakes fork



Fabby  
fireside  
fun

### SO WHAT THE HELL IS THIS iMUSE JOBBY?

Previous Lucasfilm adventures have been known for their stunning soundtracks. Now there's a new system in town to impress lovers of great game music even more! It's called iMUSE and it stands for Interactive Music and Sound Effects and what it basically means is that, instead of the normal process of a new musical score being played when a different location is visited, the soundtrack actually adjusts itself - without any breaks in between - to fit the mood of the players' actions and position. This new system adds an incredible amount of atmosphere to the game, for the first time the sound is an integral part of the action as opposed to just a nice extra.

### MEET LOTS OF VERY INTERESTING PEOPLE

As with the original game, there are a variety of characters in Monkey Island 2 whom Guybrush can meet and interact with. Old faces such as the voodoo lady Molo and Sian (who's switched trades from local salesman to used coffin vendor) mingle with new ones including Captain Dread (so called because of his cool dreadlocks) and Governor Phatt, the bloated dictator of Phatt Island - most of the characters either own something which you need or know information vital to Thraapwood's eventual defeat of LeChuck and discovery of The Big Whoopi!

▼ Impressive, ah?



▼ Lost in the forest...



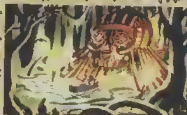
# REVIEW



What the hell am I doing eat  
here writing this when I  
should be playing Monkey  
II? This game is so totally  
brill it's got to be seen to be  
believed. Only then will  
you be gobsmacked by the  
superb graphics, bowed  
over by the incredible  
IMUSE sound system and

rib-ticklingly totally by the hysterically funny  
humour of the game. Like the rest of the world  
I thought Monkey I was the best game of last  
year. The sequel scoops its crown and eddies  
a few diamonds for good measure, because it  
improves on every single aspect of an original  
which nobody thought could be beaten. Just  
like the original it's one tough nut to crack  
in an arcade adventure too, and you'll be scratching  
your head for quite a while before everything  
falls neatly into place and this weird and wonder-  
ful game is finally completed. Already Monkey  
II has asked a claim to the best game of this  
year, and it's only just started! Hard to see  
anything similar topping this, so buy it NOW!

**TIM BOONE**



▲ Hello sailor...



## EASY OR HARD - YOU CHOOSE!

Because many people complain that Lucasfilm's graphic adventures are too difficult, the programmers have included two versions of the game! An easy version contains less puzzles but also fewer locations whilst the full game, for experienced players, has the lot! Whatever option you choose, here's a handy tip - seek out Mojo the voodoo lady as soon as possible, because she's got vital information which will help you in your quest (go down to the swamp!)

Can you  
gob for  
glory?



▲ Plenty of things here!

## UPDATE

Amiga and ST owners out there can expect conversions in the not too distant! There are also vague rumours of CD maverley on consoles - we'll keep you posted...

PC	
GRAPHICS	95
SOUNDS	96
PLAYABILITY	96
LASTABILITY	94
<b>OVERALL</b>	<b>96</b>

▼ Now THAT'S a map!



## TRAVEL THE WORLD

Rid Scabb Island of Largo LaGrenda and Captain Dread will let you charter his boat. Unfortunately, the Cap'n only knows the way to three islands - Scabb itself, Phet Island - home of the treacherous Governor Phet - and Booty Island, paradise home of Governor Marley. Well a minute; didn't Guybrush have a girlfriend called Marley in the first Monkey Island game? And wasn't she a governor too? Worth checking out, if you ask us!



▲ Jeppers - it's the island!

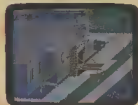
**Look out - he's back!**

# PAPERBOY<sup>2</sup>

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can.

Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more torments and obstacles, in more vivid colours than ever before.

Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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# REVIEW

## MASTER SYSTEM

£29.99

BY SEGA

Why can't these alien types just leave our planet alone, eh? Coming down here, taking over our bodies and changing their shapes - aheesh, the chaak of it! Who's going to put a stop to these mutant scum? A robot or a bloke who looks exactly like Elvis Presley, that's who! Kitted out with some mean weapons, one of these guys is all that stands between peace and world domination by outer-space creepal. So pick up that artillery and go kick some ass across sixteen stages which make up four missions. Collect energy along the way so that you don't get creamed, and above all remember - you're not on a picnic, you're on an alien massacre so give 'em hell, boyees!



Alien Storm may not be the greatest arcade game of all time, but it is a pretty good laugh even if it does have drawbacks in the playability stakes. So how does the Master System version measure up? Pretty well, actually. It has to be said that this is a very good conversion of the arcade original, but that simply doesn't make it a great game. Graphically it's as good as you could expect and sound is OK, but Alien Storm simply isn't the type of game you want to keep coming back to. It's a great for a few goes in the arcades, but when it comes to splashing out notes for the cartridge you have to ask yourself how long you'll be playing that game - and there are plenty more games out there which will keep you playing much longer than this. Worthwhile if you're a big fan of the arcade game, otherwise I'd suggest a long hard look first.

TIM BOONE



### KILL SOME ALIENS

Now and again you'll see folk running along the road. Watch them carefully, because usually they aren't all human! They're shape-changing space freaks who like nothing better than sneaking up on you and ending your buns. What's the best way of dealing with these ugly critters? Blast them with your gun, of course!



### KILL SOME MORE ALIENS

As well as the main walk along the street toasting enemies part of the game, there's also a couple of sub-levels for you to tackle. Walk past a shop door and you'll walk through a night into an Op Wolf-style shoot 'em up where you can shoot aliens and collect energy. At the end of each stage the action switches to a swiftly-scrolling run, where even more nasties can be despatched.



### UPDATE

If you can't find a conversion of Alien Storm on your machine, well, you must be a dribbling mess of sadness because it's out on practically everything!

## MASTER SYSTEM

GRAPHICS	81
SOUNDS	70
PLAYABILITY	74
LASTABILITY	68
OVERALL	71

# FOOTBALL

## John Madden

### HAVE YOU GOT THE BALLS?

One of the great strengths of John Madden's is the sheer number of offensive and defensive plays available throughout the game. Choose from a huge list of possibilities, and if you're not happy with your choice when the teams reach the line of scrimmage then flippin' well call and audible and change the plan to mess up your opponent! You'll quickly learn which plays work best in which situations, and which need to be avoided like the plague. When you're runner keeps getting flattened before he can gain a yard you know you've got a wrong 'un!



### BUST YOUR BALLS!

John Madden's features three basic play options. Pre-season for practice and fine tuning of skills, regular season end play-offs for the big boys. Plenty of practice is highly recommended, 'cos you can bet your bottom dollar the computer knows his stuff and will bust your butt if you don't know what you're doing!



After the appalling Super NES conversion, hopes were not high for Madden's on the Amiga, but we couldn't have been more wrong. What we have here is a spot on copy of the Megadrive version, with a few more control options and no other differences.

The game itself is great fun, a finely balanced mix of strategic decision making and great two player arcade action. Graphically, Madden's is a top treat, it uses exactly the same scrolling technique as the Megadrive version and it looks slick and groovy. The music is a little different, but it's just as good as the original. All of the speech has been retained and the overall effect is stunning. This game features some of the best presentation I've seen on any machine. It all hangs together so well. This is the best American Football game on the Amiga and probably the best sports game ever. If you don't buy this then you obviously already have it on the Megadrive, either that, or you're a shambling waste of life.

**FRANK O'CONNOR**

### MY BALLS ARE BIGGER THAN YOURS

The major graphical feature of John Madden's is the 3D viewpoint of the game, a sort of above-and-behind the play view which works extremely well to show off all the action. There's also a fab action replay option which allows you to relive those moments of glory in sad slow-mo so you can gloat over your victories and then fast-forward over the cock-ups!



### A QUICK WORD FROM OUR SPONSOR

"Football is a game of one-on-one matchups. Real guys going at it. Win the matchups, win the game. That's what my game is all about." - John Madden

"Football is a game of serious beer drinking round the lally and a good ogle at the cheerleaders when those blockers don't get in the way." - Jon Billington

"It's not even bloody football." - Paul Rand

# REVIEW

**AMIGA £25.99**

**BY ELECTRONIC ARTS**

I've got to be the most spectacular apocryphal sport in the world! There's nothing quite like it, and America loves it that way. It's American football, and this is the computer game! If you're the sad shambling wreck of a loser who doesn't know already, John Madden's was the game which took the Megadrive world by storm as the best ever implementation of the great game. Battle against the computer or a mate for supremacy on the field - with big bucks for the winner and a long and lonely ride home for the runner-up. So how do the Femicom and Amiga conversions of the great John Madden's measure up? Read on and flippin' well find out!

### GREAT BALLS OF FIRE

Megadrive owners will need no introduction to Madden's CVG went crazy when we first grabbed the game and the fever hasn't let go since. Now the feb JM2 is here on Megadrive, taking an original which nobody thought could be topped and actually improving it - hurrah!



### AMIGA

<b>GRAPHICS</b>	<b>90</b>
<b>SOUNDS</b>	<b>91</b>
<b>PLAYABILITY</b>	<b>94</b>
<b>LASTABILITY</b>	<b>93</b>
<b>OVERALL</b>	<b>93</b>



# REVIEW

NEO GEO

£110

BY SMK

## 2020 AD



**STRIKE THREE! YOU'RE OUT!** It's thrilling, it's chillin', it's 2020 Baseball and it's brilliant! That's right folks, the year is 2020 and the game has moved to great new heights. Now human teams can take on robot opponents, and there are big, big bucks for the winners. Select your best pitchers and hitters and set them against the ultimate your opponent can offer - alas! those bases and go for those big Home Runs. There's cash by the bucketload for the winner, while nobody's got the time of day for sad shambling teams who can't grind their opponents into the ground! Go get 'em, champ!

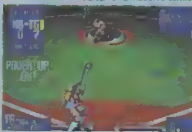


So why are Baseball games so brilliant on the Neo? I thought Baseball stars was the best, and here's another which actually tops it in many respects! Super-quick game-play combines with superb graphics and sound to plonk you slap bang in the centre of some of the toughest baseball around - and the computer sure as hell takes no prisoners! The well designed and finely tweaked action ensures there's always plenty going on, and when you become bored with playing one team you can always switch to another to put a completely different perspective on the game! I never really found baseball too much fun as a spectator sport, but it's perfect for computer gaming - especially in two player mode where tempers can really fray! This cert comes highly recommended to sports freaks and friction fans everywhere...

▼ Oh no, first strike and you're out!



▼ The pitcher winds up for a massive strike!



### BIG MONEY MALARKEY!

2020 Baseball features loads of opportunities to make some serious cash. A particularly impressive play will be rewarded with spot cash prizes (cos the sponsors are a generous lot) and you can use the cash to upgrade the strengths and talent of your players!

At any time you can call a Time Out and use the cash you've accumulated to buy a veritable goody bag of improvements for the sad shambles on your team. Lash out (en grand on your best hitter and watch him swallow the ball to the back of the stadium!

### THANKS...

...to Concha Concepts (0782 712759) for the cartridge used in this review

### COOL COMPUTER CRAZINESS

2020 Baseball features two play modes - One Player League and Two Player. In One Player mode you have to take on the computer, and he's one hot boy when it comes to strutting his stuff on the field! The computer knows all the tricks of the trade - and his ace in the hole is an uncanny knack of knowing just when to steal bases so his runner gets there just in time. Sometimes he'll get it wrong, and it's great fun to watch his runner scramble back to safety having made a bad call!



▲ Choose your team

▲ Darn! Thrown to the wrong base!



▲ Oh dear! Hit by a pitch!

### MANIC MINE MAYHEAM

As if you haven't got enough to worry about, 2020 Baseball has one ace up its sleeve you won't find anywhere on today's play field - mines!

That's right folks, as the game progresses the computer plonks more and more mines on the field - and if any player touches them it's goodnight sweet prince!





# REVIEW

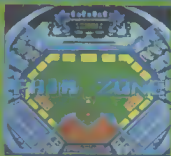


Baseball has become a tad too boring for the twisted sports audiences of the future. What's required is a more violent version of the sport - and 2020 Baseball is just that! Baseball itself is great fun and this version adds to the glory. The addition of violence, land mines and superb graphics enhance the theme no end. Even for the mighty Neo Geo, the presentation is astonishing. The animation is slick, the music is brilliant and sampled voices scream and shout throughout. Gameplay-wise, Supar Baseball is a laugh - the batting is a lot easier than in other games of this type and it all hangs together brilliantly. As a one player game, it's 30 months before you play in the final, but the real fun is in two player mode. Against a friend, things get really frantic and masively addictive. Easily the best sports game available on the Neo Geo and if you've got one, it's an essential purchase!

**FRANK O'CONNOR**

# 2020 SUPER BASEBALL

▼ Ooh! I feel good about this one!



▲ This field is easy...no land mines!

▼ Thanks to Alex Beardshaw from Sheffield for the pix!

## BASEBALL IS BRILL!

Some people say Baseball is the best game ever, others say it's the crappiest sport ever invented. Actually we reckon it's the tops, and here's a quick rundown of the CVG crew's least favourite games:

**Tim Boone:** "Beach Volley is skid central for me 'cos I haven't got a crew cut, a sun tan or silly skimpy trunks to ponce about and show off in."

**Frank O'Connor:** "I think cricket is crap because I'm a bit of a thickie and don't understand the rules. The balls bloody hard 'n' all."

**Jon Billington:** "Curling is top of the craps for me because you have to run in front of the puck with that stupid brush and it reminds me of housework."

**Paul Rand:** "I can't stand badminton, 'cos girls often play it better than blokes do and that stupid little racquet isn't worth a light."



## NEO GEO

<b>GRAPHICS</b>	<b>91</b>
<b>SOUNDS</b>	<b>87</b>
<b>PLAYABILITY</b>	<b>89</b>
<b>LASTABILITY</b>	<b>89</b>
<b>OVERALL</b>	<b>90</b>

## FIELDING FUN 'N' FROLICS

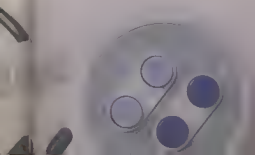
Most Baseball computer games feature super thickie fielders who couldn't catch a cold, let alone the ball! Not so with 2020 - 'cos these boys really know what they're doing! If the hitter slams the ball high, they'll try and position themselves underneath it to catch him out. Once in position they'll raise their hands to let you know they've got the sucker, but occasionally they can't quite make it - and it's up to you to waggle that joystick to make sure they get there in time!



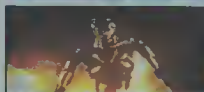
**SO WHEN DO  
THE SUPER  
WILL BE**



**DO YOU RECKON  
NINTENDO  
IS HERE?**



# SPECIAL PREVIEW



When it comes to hot games, we don't much about - CVG scoops the world yet again for every single console version of Terminator and T2! Yaa Insaad, on these very pages you'll find T2 reviewed on NES and Gameboy and Terminator previewed on all the Sega systems! So without further ado, here's PAUL RAND to tell you all about Terminator on Megadrive and Master System! Take it easy that men...



## THE TERMINATOR

With the completion of Megadrive Terminator only weeks away, we decided to toddle off down Croydon way to pay a second visit to Probe, the development house programming the game, to check out the progress of what is shaping up to be one of the hottest licences ever to hit the Megadrive and Master System. One of the most striking aspects of Terminator is the visuals which will bring Raana and the T-800 to life on your 16-bit Sega. But how were they created?



Kyla Raana and Sarah Connor escape ▲

### WHAT'S WRONG WITH THIS PICTURE?



Using a similar technique to that used to create the awesome animations in Prince Of Persia, video recordings were made of actors performing the moves of the characters in the game. The "actors", in actual fact, were programmer David Perry, whose previous works include the Wally Week series of arcade adventures on the Spectrum, and producer Neil Young, who also handled the computer conversions of Smash TV).

These recordings were then digitised in black and white onto the Amiga end, using Deluxe Paint, the characters were separated from the backgrounds. The characters themselves were then parted from each other and shrunk to fit. After cleaning up any rough edges, colour was added to the sprites and voila! All ready to dump onto a Megadrive cartridge!



A Sample series

# SPECIAL PREVIEW



▲ Danger in the future complex



▼ Where is even, hey?

## COME WITH ME IF YOU WANNA LIVE

In the future, Earth is in the grip of the machines. Run by Skynet, the supercomputer which ended three billion lives in a nuclear holocaust on August 29th, 1997. To eliminate the remaining pockets of human existence, Skynet created an army of lethal killing machines. The Cyberdyne Systems Series 800 Model 101 - The Terminators. A virtually indestructible, hyper alloy combat chassis covered by living human tissue, the Terminator's role is to infiltrate rebel organisations and obliterate them.

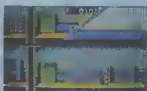
The rebels, led by John Connor, had smashed Skynet's defence grid - they had won. Or had they? Skynet managed to send a Terminator through time to the year 1984. Its mission, to terminate Sarah Connor, mother of John, who was yet to be born. If Sarah was dead, the birth of Skynet's enemy could not happen and the machines would be victorious. But the rebels also sent an agent through the Time Displacement equipment. The agent was Kyle Reese.



## DON'T MAKE ME BUST YOU UP MAN!

Things have changed since we first looked at Terminator, most notably on the graphics side. Remember the screen shots we showed you of the first level T-800s? Well, from being rather bland, blue figures they've now become stepping, seven-foot killing machines with enormous blast rifles - a daunting sight, as you can witness here. Not only that, but Arnie himself has been altered! Well, the sprile has, at least. Now he's a huge, muscly bag of enormity who pops up at venous points throughout the game, sporting his Uzi 9mm and creating all sorts of havoc for poor Reese.

◀ Dashing through the streets of LA



## I MAY CLOSE EARLY TODAY...

The game is played along the same lines as that on the 16-bit mechino, and there are the same amount of levels to plough through. But, because the Megadrive System can only call up one half of a level at a time, it's as if there are twice as many stages available to 8-bit freaks!



▲ Eat lead Arnie!



## YOU SEE THIS SCAR HERE?

What hasn't changed is the intro, an amazing replica of the movie's opening credits, and the unbelievable soundtracks, including an almost exact copy of the Terminator theme tune. Further gameplay tweaks are being made and, the second the finished cartridge reaches us, we'll bring you the definitive review on this scorching license!

## HEY BUDDY, YOU GOT A DEAD CAT IN THERE?

Okay, so you're a Master System owner who's feeling very peeved because your Megadrive mates are soon to get their hands on a Terminator game. What do you do? Go up to them and scream 'AAAAAHHHHH!!!' 'cos The Terminator is being converted to your machine too! Even as you read this, Probe are putting the finishing touches to the game on the little Sega - and, as you can see from the pre-production screens shown here, the graphics are amazingly close representations of the Megadrive's plotiest!



▲ There's a storm coming...

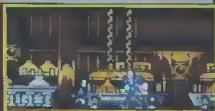
## HEY - YOU CAN'T DO THAT...

At the time of writing, it hasn't been decided whether the launch of The Terminator on Megadrive will coincide with its release on the Genesis in the States. If it isn't, though, that's another reason for Master System owners to chuckle with glee - because their version will hit the streets in Easter! We shall bring you the full review just as soon as the game is fully complete. You'd be a reging fool to miss it!

# SPECIAL PREVIEW



Here we go again! Not content with an Exclusive review of T2 on the Gameboy (see GO! for that) we've flippin' well gone and ecoped the NES version as well! Just like its Gameboy brother, the game comes from Acclaim - so here we go with all the stuff you need to know...



Well I did enjoy playing T2 on the NES. It's nothing new or innovative - in fact, it's for the most part just a fairly straightforward platform shoot 'em up - but reasonably enjoyable one at that. Graphically the game is reminiscent of Star Wars, which is also re-

viewed this issue, with some very high quality sprites and excellent animation throughout. I was also pleasantly surprised by the sound, which includes some great tunes but, sadly, no version of the T2 title track. While the best 'em up fare becomes a tad repetitive, you find yourself wanting to get a bit further with each game, which is no bad thing. Don't expect whiffles and bells from T2 because you could be disappointed to find that that's not what is on offer. Just approach it as a no-nonsense, slightly inaccurate (Arnie was in the nude at the start of the film, but he's fully clothed in the game) movie tie-in and you'll get a fair amount of pleasure from it.

PAUL RAND

## T2 - THE LEGEND CONTINUES...

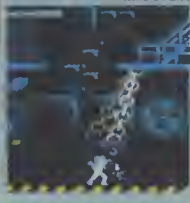
The first Terminator was gone. Crushed in a hydraulic press in an automated factory. But that was only one unit from a production line of hundreds of thousands. Skynet knew, however, that if it sent another 800 series through time, it was probable that it too would fail to destroy Sarah Connor. A new plan was devised. Skynet sent through a prototype cyborg - the T-1000. Made of liquid metal, it was capable of changing its shape to disguise its identity and fit in with its surroundings. This time the target was John himself, at ten years of age. But the rebels again learnt of the plan and, reprogramming a stolen T-800 with orders to protect young Connor, put it through the Time Displacement machine. It was just a matter of which one reached John first...



## TERMINATOR 2 JUDGMENT DAY

### MISSION PARAMETERS

Controlling Arnie, the player will visit five stages based on scenes from the T2 - Judgment Day movie. Starting in the Truck Stop, the T-800 moves on to a forced 3D perspective motorbike race to find John, while avoiding the juggernaut-driving T-1000. The action then moves to the Pescadero Mental Institution from where Sarah Connor must be rescued, before trotting off to find the CPU and arm taken from the first Terminator in the Cyberdyne building. Get past here and the final confrontation between the two Terminators awaits.



## YOU'RE NOT A TERMINATOR ANYMORE



In the film, John Connor orders the Terminator not to kill anyone. This is replicated in the game in as much that if, after receiving a weapon, the player shoots a human in the chest, they die and he loses energy. To keep his power up, he must crouch down and shoot them in the legs, disabling but not destroying them.



◀ Watch out, the hospital staff are armed!



### NES

GRAPHICS	89
SOUNDS	88
PLAYABILITY	87
LASTABILITY	79
OVERALL	84

### UPDATE

Schwarzenegger fans can get T2 on the Amiga, ST and PC and all the 8-bit machines, courtesy of Ocean. But it's a totally different type of game and, to be honest, not very good.

# POPULOUS™

AMIGA

£25.99

BY ELECTRONIC ARTS

## A PAIR OF POPULI

There are two ways to play Populous II. In the Conquest game the aim is to take over a series of progressively more demanding worlds. Custom mode, on the other hand, lets the player compete in a random game using a variety of powers to suit the budding god.



## MAGNETIC ATTRACTION

As in the prequel, Populous II features the good and evil Papa! Magnets. They come in very handy when you want to trash a baddy's site, and they're easy to use. Just position the magnet somewhere around the baddy's base, then influence your followers to go to war with it. They will do it, that's beating up the nasties as they go!

## CHOOSE YOUR LOOKS

Most games which allow you to create the looks of your character only give this option for purely cosmetic reasons, but in Populous II they have a direct effect on the way the game is played. Say, for instance, you select a scholar's hat - that makes you a thoughtful battle planner. But plump for wild eyes and you'll be a mad, bed-killing machine.



Oh my god! Actually, there are a few gods in Populous II, the sequel to one of the most successful Amiga games ever. What Bullfrog have done is took the basic nuggets of the original and bolted untold amounts of extras on, making one helluva powerful piece of software. Really, this is something special. One look at the much improved graphics with far bigger characters doing their own thing tells you that this is going to be a bit of a cracker and indeed, it is. I like the thought of the workings of the game being altered by the different features which you select for your deity, and with 1000 worlds to conquer this isn't a game which you're going to finish in a fortnight - you'd have to be a bloody good god to finish it within a year! A resounding "Hurray!" is what's called for here, because Populous II could have been just a rip-off of the original but instead it's a brilliant god-aim in its own right.

PAUL RAND



## UPDATE

If Populous II doesn't hit every popular computer and console around then there's something seriously wrong with the world - so expect to see it soon!

GRAPHICS	91
SOUNDS	89
PLAYABILITY	94
LASTABILITY	96
OVERALL	93



# REVIEW

PC ENGINE £35.00

BY KONAMI

OK, no messin' abaast - it's time to kick ass. Those ellen scumbags are up to their old tricks again and now there's just one thing for it: they've got to be blown away! Basically they're giving everyone all sorta of jip by being generatly unrad, so it's high time they were sent screaming back to wherever the hell they came from. So bait up inside your best blasting ship and prepare for the ultimate ehdown with some of the meanest muthee this side of the CVG Playgroup at closing time...

## PICK UPS A-PLenty!

Gradius was one of the first games to feature pick-up weapons and the now obligatory multiples. It's a straightforward horizontal scroller, but the use of credit pods to buy weapons gives it a novel twist.

The craft you fly is a sleek spacecraft, initially kitted out with a sad machine-gun.

This pathetic weapon can be upgraded with the addition of lasers, double fire, air to ground missiles and a shield.

The multiples are a useful addition to the ship: these glowing pods follow your craft and fire anything you happen to be armed with, effectively meaning you can quadruple your firepower! The object of the game is simple: fly along, avoid bullets and destroy badguys - just the way we like 'em!

THANKS to Console Concepts (0782 712759) for the review cartridge



Kill! Maim! Destroy! Atiaai, Gradius (Nemesis) is released on the PC Engine and it's the best home conversion yet! The simple nature of the game hides a hideously addictive baster, with some of the smartest graphics you'll ever see on the Engine. The

best thing about Gradius was the choice of weapons and they're all here (unlike the sad NES version with only two multiples). There's also the added treat of an extra level, not seen in the original coin-op. Graphics are among the best ever on the Engine, faithfully reproducing the arcade original - the only real difference is the slight vertical scroll as you reach the top or bottom of the screen in exactly the same way as R-Type did on the Engine. Music is superb, with faithful renditions of all the arcade themes. This game is spot-on: it has everything just right, the speed, the playability, the difficulty. If you have a PC Engine, you need this more than oxygen...

FRANK O'CONNOR

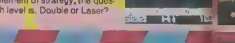
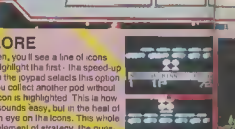


## WEAPONS GALORE

At the bottom of the play screen, you'll see a line of icons. Collecting a glowing pod will highlight the first - the speed-up. Pressing the second button on the joystick selects this option and speeds up your craft. If you collect another pod without choosing speed-up, the next icon is highlighted. This is how you choose your weapons. It sounds easy, but in the heat of battle it can be hard to keep an eye on the icons. This whole idea gives the game a subtle element of strategy, the question you ask at the start of each level is, Double or Laser? Don't get it wrong!



Car Shimmy, just look at baited weapons you ship if you're are-lasers, power orbs,



## BIG BLASTS FOR YOUR BUCKS

Included in the Gradius box is an advert for other topper new Konami PC Engine games. These are Salamander and Parodius - both are sequels to Gradius. Salamander is the famous one. It's a direct follow up to Gradius and is very similar to the first game. Parodius however, is a bit unusual. It is a sequel, but it's basically a parody of Gradius.



Can  
with Gradius  
so grab it!

# REVIEW



Gradius is  
the best of the  
series! He's  
a real mean mutha.

## END OF LEVEL LARKS

Every level ends in roughly the same way - a dangerous challenge to overcome, followed by a large and gruesome guardian. On the first stage you have to destroy or avoid lava chunks as they explode from twin volcanoes, while the second saw you dodging hundreds of homing mines. The third is a rerun of the first, but with the added horror of space fiends loosing off missiles! It might be wise at these points to think about which weapon is best suited for each challenge. The guardian is the same each time, a big spaceship which moves up and down, firing large plasma beams at you. It seems quite simple but that damned critter can be a bit swift at times!



Gradius ranks as one of the all-time great arcade shooters, and this must rate as one of the best conversions ever! Absolutely everything from the coin-op is there - right down to those whiffy weapons icons you can't read in the heat of battle! Once again

the Engine sits quietly on the table and pumps out arcade-quality graphics and sound: and it's only on 8-bit machine! Initially fairly easy, the game toughens up from level 2 onwards - and from that moment you're well and truly hooked. Playing Gradius on the Engine is a bit like stepping back in time: you'll think you've ended up back at Uncle Scruft's Seafloor Emporium and go searching for the coin slot. In fact that's my only gripe about the game, Gradius is a tad dated and arcade fans will know it backwards already. Nevertheless this is top class blasting action, so grab it and agree!

**TIM BOONE**



TM



## PC ENGINE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	91
LASTABILITY	93
<b>OVERALL</b>	<b>92</b>

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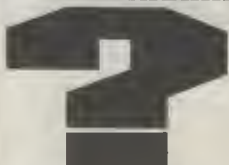


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## SECTION 1: ABOUT YOU

NAME: .....

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☐ MALE ☐ FEMALE

HOW OLD ARE YOU?

- ☐ UNDER 10  
☐ 10-12  
☐ 13-15  
☐ 16-18  
☐ 19-21  
☐ 22-25  
☐ over 25

ARE YOU:

- ☐ AT SCHOOL  
☐ COLLEGE  
☐ UNIVERSITY  
☐ PART-TIME WORK  
☐ FULL-TIME WORK  
☐ UNEMPLOYED

WHICH MACHINE DO YOU OWN?

- ☐ AMIGA  
☐ MEGADrive  
☐ NES  
☐ PC  
☐ ST  
☐ SUPER NES (FAMICOM)  
☐ MASTER SYSTEM  
☐ PC ENGINE  
☐ GAMEBOY  
☐ GAME GEAR  
☐ LYNX  
☐ SOMETHING ELSE, NAMELY:

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS?

WHICH GAMES DO YOU LIKE?

- ☐ ARCADE CONVERSIONS  
☐ SHOOT-EM-UPS  
☐ PLATFORM GAMES  
☐ PUZZLE GAMES  
☐ FILM/CELEBRITY TIE-INS  
☐ ROLE PLAYING GAMES  
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☐ FLIGHT/BATTLE SIMULATORS  
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☐ SOMETHING ELSE, NAMELY:

HOW MANY GAMES DO YOU BUY PER MONTH?

- ☐ ONE  
☐ TWO  
☐ THREE  
☐ FOUR  
☐ FIVE  
☐ MORE THAN FIVE

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☐ SEGA PRO  
☐ SEGA POWER  
☐ TOTAL  
☐ CLUB NINTENDO  
☐ GAME ZONE  
☐ ZERO  
☐ SOMETHING ELSE, NAMELY:

**WHICH MAGAZINE IS YOUR FAVE AND WHAT'S THE BEST BIT IN IT?**

**IF YOU BUY ANY OF THE ABOVE, WHICH IS YOUR FIRST CHOICE (BE HONEST)?**

- ☐ CVO  
☐ ANOTHER MAG, NAMELY:

**PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10 (10 = BRILLIANT, 1 = TOTAL CRAP)**

COVERS .....  
CONTENTS .....  
EO FIRST .....  
NEWS .....  
REVIEWS .....  
PREVIEWS .....  
YOB'S MAILBAG .....  
CHEAT MODE .....  
HIGH SCORES .....  
CHARTS .....  
COMPETITIONS .....  
ARCADE ACTION .....  
NEXT MONTH .....

**DO YOU AGREE WITH CVG RATINGS**

- ☐ NEVER  
☐ SOMETIMES  
☐ GENERALLY  
☐ ALL THE TIME

**HOW WOULD YOU LIKE TO SEE US IMPROVE THE MAG?**

**IS THE PRICE OF CVG (BE HONEST)?**

- ☐ TOO HIGH  
☐ TOO LOW  
☐ JUST RIGHT

**SECTION 3: ABOUT GO!**

**IF YOU OWN A HAND-HELD, WHEN DID YOU GET IT?**

- ☐ BEFORE CHRISTMAS  
☐ AFTER CHRISTMAS

**HOW MANY HAND-HELD GAMES DO YOU EXPECT TO BUY A MONTH**

- ☐ ONE  
☐ TWO  
☐ THREE  
☐ FOUR  
☐ FIVE  
☐ MORE THAN FIVE

**WHAT DO YOU THINK OF GO?**

- ☐ GREAT  
☐ OK  
☐ CRAP

**WOULD YOU PAY MONEY FOR GO?**

- ☐ YES  
☐ NO

**IF YES, HOW MUCH WOULD YOU PAY FOR A FULL-SIZE GO? MAG?**

- ☐ £2.00  
☐ £1.75  
☐ £1.50  
☐ £1.25  
☐ £1.00  
☐ LESS THAN £1.00

**WHAT'S GOOD ABOUT GO?**

**WHAT'S BAD ABOUT GO?**

**FINAL COMMENTS ON CVG AND GO:**

That's it! Thanks for taking part in this Questionnaire, don't forget to send it in and watch this space to find out whether you've won a software prize or a mention in the mag!

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There is a lot more I could go into, I could explain all the subtleties of the game. Suffice to say the little complexities is part of the fun, and trying to master the game is the real fun. But don't worry, you never will. As tested by product.

Commodore User Amiga Rated 90%



17, The House, Mason's Yard, Downs Road

17 9



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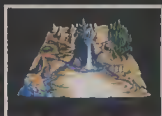
# Gauntlet III

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer specification.

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**well? what are you waiting for?**



▲ Don't bottle it, burgle it!

## DEAD HEAT IN THE ZEPPELIN RACE

Robo and Mobo have a rather novel escape method! They always get away quickly and mysteriously and nobody seems to know why. Well, the secret is out. After each burglary, a dirty great Zeppelin swoops from the sky and rescues the criminal buddies. You'd think that a giant purple sausage would attract more than a little attention from the local constabulary. Nope. These boys are top flight bleg artists and no mistake!

◀ Sometimes you can be a silly burglar

Inside the airship - it's the Bros!

# REVIEW

AMIGA

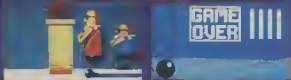
£25

BY US GOLD

They fly, they spy, they dsath defy! It's the Bonanza Bros! Sege e answer to Raffles and Hudson Hawk, these guys are apparently the world's top cat burglars! They have a rather different job this time round: instead of robbing houses for the money, a super rich corporation has hired them to test their security. Being the world's foremost experts on robbing houses, they asssm like the logical choice. Robo and Mobo (bizarre names) have to check lots of buildings. To do this they must break in, avoid the security stuff and pinch several objects on a list. Once done, Robo and Mobo have to reach the rooftop to be airlifted to safety! Then it's off to another building for a bit more light-fingersed tom-toolery...

## BIG BLAG BRILLIANCE

Bonanza Bros is a horizontal scroller which allows you to wander the buildings at will, armed with a rather slow and rather sad gun which stuns the security guards and other building stuff. Once you've picked up an object, you sling it in a bag over your shoulder and look for the real. Once you have all the objects on the list (different for each building) you make your way to the rooftop, avoiding guards. Then it's off to another building for more of the same. Hurrah!



# Bonanza Bros

► Burgle those goodies and head for the stairs!



Anyone who remembers Bonanza Bros from the arcade will recall the weirdo graphics and bizarre sound effects. Well, the good news is that both of these have been faithfully replicated on the Amiga version. The only thing missing is the control

method. The arcade used two fire buttons to control the characters: one for jumping and one for firing. This method is lost on the computer version and to jump you have to use a combination of up on the joystick and fire. The game itself can be a right old laugh: the buildings often get maze-like and the bad guys can be a real handful. The intro sequences are smart and the graphics throughout are attractive, even if they are weird! Next funs and extremely funny sampled speech add to the proceedings and you'll have many a chuckle over this. It all boils down to whether or not you enjoyed the arcade game, and if you did then this is the game for you!

FRANK O'CONNOR

## DOOR SLAMMIN' FUN!

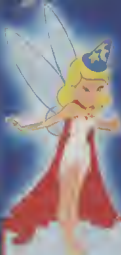
As you progress through the game, you'll find that the gun is a bit limited. It can't fire through doors and this is generally where the guards hide. Fortunately, if you wait until they get close to the door you can throw the door open and smack them in the teeth with it! You can also hide in alcoves and wait until the guards go away. The only really sale point in the game though, is on the stairs. The baddies have a strange inability to climb, which is a bit of a godsend really!

## UPDATE

Expect to see the Bonanza Bros doing their thing on ST and S-bit machines right about now. Hurrah!

## AMIGA

GRAPHICS	80
SOUNDS	81
PLAYABILITY	84
LASTABILITY	83
OVERALL	82



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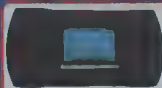


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GLUURGHGRGHHHH! What a sad sham-  
bling travesty of decent letter writers  
you lot are! Honestly, my pet tarentula  
Fang could do better with a hangover!  
You lot are about as intelligent as a  
Bullseye audience member, so try and  
impress me with your wit and wisdom  
et: YOB'S TUMMY TICKLINGLY FUNNY  
MAILBAG, CVG, PRIORY COURT, 30-32  
FARRINGOON LANE, LONDON EC1R  
3AU. There's a etonkelcloualy huge  
£100 for the best of the bunch, so get  
scribbling!

# YOB'S MAILBAG

## I'M A POET AND I'M CRAP

Dear Yob,

I have something to say,  
It's better to respect Yob than to be blown away,  
So below is the piece of prose I chose

Mr Yob is good at his job,  
His insults will make you sob,  
So you'd better watch 'Pob'  
He eals corn on the oob and hob nob  
For drink he has Yob,  
If you want be intelligen than shut your gob,  
In your face Yob will lob,  
Of the 100 quid he will rob,  
Because only the best will gal thal bob,  
Being famous means he has a mob,  
At Super Tennis you can't beat his lob,  
Admittedly he's a bit of a sod,  
Accept it though, Yob is the Boz.  
SA Butt  
Mitcham, Surrey

YOB: Butt by name and Butt by nature,  
What a stupid nomenclature,  
You can't write and you can't spell,  
And frankly Butt your letter smells,  
If you want to be a poet,  
Take your brain and try to grow it,  
Although I like my good points chanted,  
You should take them all for granted,  
I am great and you are crap,  
That's all you need to know you asp.

WHAT'S A  
NOMENCLATURE?



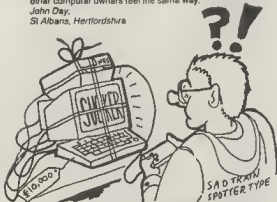
## PC PROBLEMS!

Dear YOB,

I own an IBM PC and I've got some good games like Prince of  
Persia and Grand Prix Circuit, but are us ordinary computer  
owners ever going to get a glimpse of Super Mario Bros, other  
than on the NES? After playing Super Mario Bros on my friend's  
NES, I have turned into a bit of a Mario fan. Please tell me if I  
can get a copy of SMB 1, 2 or 3 on my PC, even if I have to get  
it imported from America! Please print this letter as I'm sure  
other computer owners feel the same way.

John Day,

St Albans, Hertfordshire



YOB: Aha! You're in luck! It just so happens that a  
Japanese company have a Nintendo adaptor which will  
allow you to use Nintendo games on your IBM! It's called  
the Ichinaka 5000 and consists of the following: A Nintendo  
Joypad, an NES, a tatty and a bit of hairy string. All you  
have to do, la, disconnect your monitor, slap the NES and  
the tatty on top of your computer and tie them all down with  
the bit of string. Simply plug in a Mario cart and away you  
go! Simple ah? This unit is available in your local Sham-  
bling Spaz Supply store and costs a mere 10,000 quid to  
anyone they see coming.

041

## MY FRIEND IS A THICKY

Dear YOB,  
I am always reading CVG and talking about computers, but one of my friends thinks that computers and consoles are rubbish and he wouldn't buy CVG if he was paid. Please put him straight. Paul Caffrey Wakham, Leics.



YOB: I can't be bothered to put him straight myself, but I'll tell you how to do it: talk to him calmly and reasonably, explaining the error of his ways. Then jump up and down on the obnoxious little turd until he's put straight - straight into hospital...

## WHAT? MORE PC PROBS?

Dear YOB,  
Your mag is rad! I have a few questions about game releases. 1. Will Final Fight reach the PC? 2. Will Alien Storm reach the PC? 3. Are R-Types 1 or 2 available on the PC? 4. Is TMNT 2 the same as the arcade machine? 5. Could you tell me the cheat for Geln Ground on the M.S.? 6. Could you recommend some good beat 'em ups on the PC? 7. Could you review some action games on the PC instead of just Sims?

Bruce Darwin, Australia

YOB: I will take great pleasure in answering your sad questions: 1. Definitely not. 2. Not a chance. 3. Nops. 4. Yep. 5. Can't be bothered. 6. Bruce Lee Lives is a smart beat 'em up. 7. Keep reading...

## VEGEMITE RELATED PROBLEMS

Dear YOB,  
I'm a proud Aussie bloke who owns a Nintendo and I'd like to ask a few questions. I recently bought Bart Simpson VS the Space Mutants. When I brought it home and played it and saw that the graphics were crap I was a bit upset. Why's this when the review looked great in the mag? Can I use British and American cars on an Australian PAL NES? Did you know that by the time we got the issue telling us about the CES, there was only a week to go? One last thing, is your Auntie going to be back? Ha, but that browned you off! Now you'll have to print my letter to call me a dozy git! Ha, ha.

EC NSW, Australia

YOB: You're not a dozy git. Oh no. You're a dozy Aussie git - and that's a lot worse...



## SAD AD DISASTER

Dear YOB,  
I am a good fan of your magazine and have been collecting it for years now. I was flicking through it the other day and I came across the Micro Sales advertising pages. To my surprise I saw an advertisement for a Game Gear with nine games including Mickey Mouse and Monaco GP and TV Tuner, all for only twenty quid. I was amazed. I immediately rang the number only to find it was a big joke. I then looked further on in the magazine and found an Atari Lynx with Slime World, Ninja Garden and Paper Boy, the mains adaptor, the pouch and visor, again for twenty quid. Guess what, another joke! I'm sure that there have been many more of these ads in the past and so all I'm asking of these obviously disturbed people is to stop it, so that other people can put proper adverts in and then go see a psychiatrist. Emmet Doyle Abingdon, Oxon

YOB: Looks like you've been taken for a bit of a ride, my old bumball. Who the hell would flog a Game Gear with nine games for twenty quid? They'd only do it if they thought they'd find somebody with a brain the size of pigeon dropping. Next time you read the microsales section, contact your head to the rest of your sad body. Next...

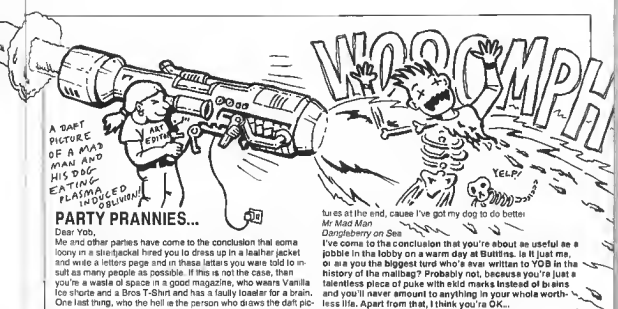


## OH BROTHER!

Dear YOB,  
At long last I have found you! I'm your long-lost brother, SLOB! All this came to light recently when some people stopped me in the street and said "here, you're that YOB gesser out of CVG!" I pretended not to notice (them and walked on. When I asked my mum about all this, she told me I had a brother, but she gave him away when he was a sprog cos' he was such a lunatic. I had to be sure so I walked down to WH Smiths and bought a copy of CVG to check. Sure enough, I opened the mag and I swear, it might have been my own reflection in the YOB pages. I was a bit concerned at you slurring in a soft magazine about games, but I figured out that CVG stands for Cretins and Vicious Geezers! So if you want a reunion, or even a baseball bat fight, just contact me at this address: SLOB, BINS, BACK OF ORMSKIRK TESCO.



YOB: My long lost brother! I don't believe it! I thought you were lost forever. Last I heard, you were given away by Biffa Bacon's family cos' you were too rough. Cor, I thought I was an only child. When I was young I used to stay in my room all the time. It was full of rotten food, it smelled terrible, all the windows were smashed and I had no-one to talk to. I was great - so bog off 'cos I never want to see you again. Where the hell are the computer games questions?



A DART  
PICTURE  
OF A MAD  
MAN AND  
HIS DOG  
EATING  
PLASMA  
INDUCED  
OBSESSION!

## PARTY PRANNIES...

Dear YOB,  
Me and other parties have come to the conclusion that some loony in a streetjacket hired you to dress up in a leather jacket and write a letters page and in these letters you were told to insult as many people as possible. If this is not the case, then you're a waste of space in a good magazine, who wears Vanilla Ice shorts and a Bros T-Shirt and has a faulty toaster for a brain. One last thing, who the hell is the person who draws the daft pic-

tures at the end, cause I've got my dog to do better.  
Mr Mad Man  
Dangleberry on Sea

I've come to the conclusion that you're about as useful as a jobbie in the lobby on a warm day at Butlins. Is it just me, or is you the biggest turd who's ever written to YOB in the history of the mailbox? Probably not, because you're just a talentless piece of puke with eid marks instead of brains and you'll never amount to anything in your whole worthless life. Apart from that, I think you're OK...

## PICCIES A-PLenty

Dear YOB,  
I have a picture of you when you were little with no clothes on. If you don't send me a hundred quid I shall tell everyone about the spotty on your belly and if you don't print this letter I shall tell everybody how your mum makes you go to bed at 7 O'Clock and she reads you a bedtime story.  
Lee Nutsay  
Pendbury



YOB: I don't care, if you want to show a picture of me in the nude, then do it. Just make sure that it gets shown on TV as well. You're right too, I do go to bed at seven...in the morning and the only stories my mum reads are horror stories. If you think you're getting a hundred quid from me, you can go crawl up your own bottom with a large pointed stick.

## SAD SCROUNGING SPAMHEAD

Dear YOB,  
I am writing to say that my Megadive is totally ace but the one problem is I've only got Streets Of Rage, that amazing game But Streets Of Rage has broken. So please, please get me Streets Of Rage for an Early Christmas. I can't save up myself because I don't have any pocket money.  
Sean  
St Anne's on Sea

YOB: It just so happens, that I got another copy of Streets Of Rage for Christmas this year and that means I've got a spare. However, I'm not going to give it to you because I'm wearing my special Scrooge underpants. There is a bit of good news for you though, I do have a spare copy of John Madden's 2, but you're not getting that either so bog off.

## USELESS LETTER AHoy

Dear YOB  
Why do you bother printing letters from prats like Hong Kik Lee? I say you should go round his house and kneel him you know where. Anyway, I think your mag is brill. You are totally cool and steel tough. If you do not print this letter, I will never buy the magazine again and I will label you a gutless girl blouse. Got that turd-brain? I am a genius. I can complete SMB with over 200 lives left. So what do you think of that, doh?  
Gavin Jones  
Newport, Gwent

PS My sister thinks you're lush. She wants to get in your underpants. She's an 18 year old sex pot.



## GAVIN JONES: GENIUS

YOB: You sound like to me like a two-year old pile of shit and I've seen your sister... but decided to shuck up with the back end of a bus instead.

## LOOPY LAPLAND LARKS

Dear YOB,  
This letter, it is coming from Finland. I live in Syöte which is inside Lapland. Lapland is being north of Finland. My name is Jani Riihiho and I am being 12 years aged. I am reading CVG mag and I must be say for you 'Not enuff too bad, I am not bigger posters having.' Ha ha ho. Here is some wites of some parts of your's mag. Level bug occurred when Robin Hood am playing was. Robin cannot move to anything. Ha ha ho.  
Jani Riihiho  
Syöte, Lapland



YOB: I am liking your letter very greatly. Lapland is being almost normally fina. Snowing have you and muchness of so. Mind you, a simple puke pile sadly are you being and chaeing of paraon's feet is happened. Socks and clearly must you be changing and leasons taking outside English maybe. Writing to us no more should you having, or wa are me having to kick your eskimo alee also. Ho Ho Ho.



## ARE YOU TAKING THE MICKEY?

Dear YOB,

I am writing to ask about the game Mickey Mouse, Castle Of Illusion. I just can't seem to pass the Chocolate Master Of Illusion. Also, can I have a signed picture?

Andrew Suttle  
March, Cambs

YOB: I used to have trouble passing Chocolata of Illusion too, but a healthy dose of bran and six rolls of two-ply soon sorted me out. If you want a signed photo of me, just go down the local Police station, pinch one of their smart Wanted posters and draw a big 'X' on it...

## WANTED



Or playing kerate football or tennis,  
Fighting off King Bowser or Dr Willy,  
And bravely saving the Princess,  
Everyday is a new adventure,  
Living on his speed and skill,  
Though he never leaves the living room,  
He must be really ill  
Fay Pilliner  
Bromyard, Hereford

## SAD MEGA MATEY

Dear YOB,

I'd like to tell you about a strange thing that happened to my friend last week. An elderly relative of his passed on, leaving him several hundred pounds in a trust. He's a bit foolish with money, so he went straight down the local computer shop. He bought Sonic, Mickey Mouse, Gynoug, Balman, EA Ice Hockey, John Madden's, Merca, Alien Storm, Streets of Rage, Spiderman, Sinder and Golden Age. He also bought another joystick, two arcade powersticks, a Master System converter, a copy of CVG and Mean machines, he handed in a subscription to Megatech and purchased a copy of the Complete Guide to Megadrive. He raced home and sprinted up to his bedroom with all his new swag. Then he remembered, he doesn't own a Megadrive. Is it a blitch or what?

Rob Norton

Daventry, Northants

YOB: It certainly is Rob - or is that Nob? Your handwriting is so bad I can't tell, but that sad little story says I was probably right the second time.

## SAD POET'S SOCIETY

Dear YOB,

I have just read my son's November 91 issue and thought I could write a better poem than the one in 'Sad Poetry Corner', so here it is: **COMPUTER VIRUS**  
My son has caught the virus,  
And lost the use of his feet,  
His energy's gone to his fingertips,  
And he's no time to eat or sleep,  
Everyday he's a different Super Hero,  
Turtle Battle Toad or Mega Twin,  
Robbed Captain Planet or Mario,  
Ready to fight or die on the small screen,  
Chased by mushroom birds and dragons,

There was an old mummy called Fay,  
Who sent in a poem one day  
It's totally crap  
Her son is a seep  
And there's nothing more I can say.

## GIMME ONE!

Dear YOB,

Can I have the 100 quid?  
Kavan Yousefifar  
Cheshire, Cheshire  
YOB: Nope.

## GIMME ONE TOO!

Dear YOB,

Please can I have the 100 quid?  
R Sole,  
Bumbridge, Bottomley  
YOB: Oh, alright then.

SLAG ME OFF  
AND WIN A  
FAMICOM!!

So you reckon you're hard, eh? Reckon you can match the wit and wisdom of yours truly in his Nevarwaah Multi-Skid boxer eh? Reckon you're tough enough to match the world's rudest thug? Neaaaah! No chance! You lot are about as much use as an old sunshin' jack attack with a broken buckle and as funny as a Rottweiler in the Y-fronts. Well, here's your chance to prove you can be as fab, funny, and downright cool as yours truly: just ring up and insult me down the phone! That's right, your goal with the most le right here and waiting for the very worst you miserable suckers can chuck my way. So if you've got something you want to get off your chest, like the greasy zit that keeps popping up on mine, ring this number and explode down the phone:

0839 500845

I'll print a selection of the best printable insults right here in the mag, and there's a spanking new Famicom up for grabs to the loudest, funniest, coolest cell of the lot. Remember though, any ad thickies can hurt obecentillas down the phone and I've heard 'am all before, so keep it clean or you won't win a thing and look a right pranny. That eside, get dialling and tell yours truly where to put it...

Spacial note: Make sure the person who coughs up the phone bill knows you're dialling and remember not to insult them too: they'll probably beat you up because you're a dead little wimp after all. Calls cost 36p per minute off peak and 48p per minute peak rate.



# MARBLE MADNESS

IT COULD PUSH  
YOU OVER THE  
EDGE !!

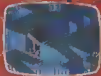


Nintendo  
ENTERTAINMENT  
SYSTEM™

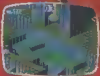
NOW

AVAILABLE  
BATTLE  
YOUR WAY  
THROUGH TIME

TIME LORD



Risky Route



Wicked Warden



Slippery Slope

Official  
Nintendo  
Seal of Quality



# REVIEW

**MEGADRIVE £39.99**

BY ELECTRONIC ARTS

Doctor Maybe might be a bit of a megalomaniac, but he's not at all happy. First time round he had his butt wall and truly kicked by the special agent to end 'em all: James Pond - Underwater Agent. He's been hiding away ever since, plotting his revenge and dreaming of all the dreadful things he's going to do to our lab fish. After months of deep consideration, the perfect plan pops into Maybe's mind - and it's all about toys. But how can hermaphrodite playthings do any damage to mankind? Here's how: by altering their workings so that they become psychopathic killers, Maybe reckons he'll create the perfect army of killers - and he's not far wrong. One trip down to the Arctic and the plans are put in motion, the toys are tampered with and Maybe's maniac army is all set to take over the world! Trouble is, Maybe never reckoned on the solid advances of fishy technology. F.I.S.H agents have devised the ultimate agent - Robocod, half aquatic animal, half machine. Robocod's directives are to shut down every toy in sight before shutting down Doc Maybe for good. Is our man Cod up to the task?



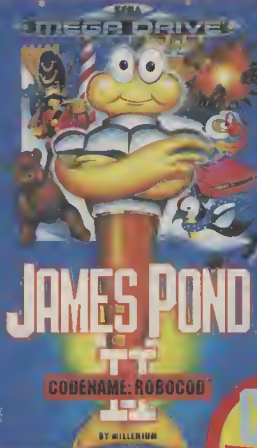
James Pond lost his friends



Most of you will already know all about Robocod on 16-bit machines. We reviewed the game a few issues back and it scored a comfortable hit. The Megadrive version is precisely the same game, using the strengths of the console to

to all affect to improve upon the original wherever possible and turn this into a finely tuned console romp. I played the original quite a lot and wasn't expecting to give this conversion much time, but it's just so slick it draws you back again and again! Graphics end around as faithful to the Amiga version and for my money this on plays just a tad better because the joystick is a lot less bumpy than the joytick. Here's a game which suits consoles perfectly, and if loads of little and jolly japes are right up your street then this game is where you want to be.

**TIM BOONE**



## ROBO RETURNS!

Robocod may look more than a tad familiar, 'cos you've no doubt seen him before! He's none other than that original underwater super hero James Pond - remodelled this time round for more thrills 'n' spills.

Robocod is the sequel to James Pond, the computer and console game which swept the world not so long ago. This time round the maniac brains behind the game have taken all the best bits and improved upon them, delivering a completely different style of play you'll have to see to believe!

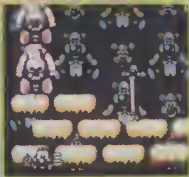


▲ James Pond in his original guise!



## STRETCH FOR TOP SCORES!

Our man Pond has a boxful of skills to draw on, including the ability to stretch his body in order to grab hold of the ceiling! Cod can rise miles by stretching his body straight up, then grab an object and shimmy along to avoid those annoying floor-based hazards! This can be a real relief when things are getting hairy, but sometimes turn into a right pain in the jacks! If you don't know where the hell you are!



▲ Robocop rises to the occasion!



▲ Good old Bertie Beest, he's Britain's greatest asset!

## SUPER SWEETIES CENTRAL!

Stuffed full of tons of gorgeous scrolling screens, Robocod features all manner of amazing manies to discover and destroy! Some of them are so weird and wonderful you'll see why Dr Maybe has more than a few screws loose, and a few are loosely based on characters you'll have seen before. We're saying now!



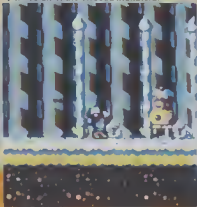
## BIG BEAUTIFUL BONUSES

Not only does Robocod feature more than 2,500 screens of action, but the game includes loads of bonus rooms and a specially created bonus level! Here you can pick up some major points and power-ups to aid young Robo in his quest for the Doc. Hurrah!



you go down to the woods today...

▼ Invasion of the sweets monsters!



# REVIEW



James Pond is back, only this time he's half robot, half fish! This is one brilliant platform game and a stonking conversion of the Amiga original. The graphics have been reproduced almost perfectly but just a little faster and smoother. Soundwise, Robocod is a left riot - with a brilliant remix of the Robocod theme music and some smart sound effects. The in-game tunes are a bit twee, but suit the game perfectly. Gameplay though, is the main concern and Robocod has oodles of it. The platform theme is great and the game is fast, enjoyable and downright groovy. The game is huge, with tons of levels and secret screens - the only real difference between this and the Amiga game, is that the coloured backgrounds have been replaced with less colourful, but more detailed parallax backdrops. If you liked the look of the Amiga version, then put on your special shopping Y-Fronts and get down to Mr Spanky's Cavalcade of Software and reserve one right now!

Frank O'Connor

FRANK O'CONNOR



## UPDATE

Robocod's been around a while on 16-bit but there are no immediate plans to unleash him on other machines. Welch this space for more info...



## MEGADRIVE

GRAPHICS	92
SOUNDS	89
PLAYABILITY	92
LASTABILITY	91
OVERALL	91

# REVIEW

MEGADRIVE

£35

Welcome to another round of the toughest gems in town: the ones and only Speedball 2! As you'll know by now, street fighters are a thing of the past - nowadeye the herd boys just pull on their shining suits of armour and beat the crap out of each other for B.T.G. bucks! Here we are at the Brutal Deluxe home ground for another feast of fighting fun, and I reckon we're in for quite a bit of boover. In case you don't know the rules, I'll do a quick recap: there aren't any. Get the steel ball into the other team's goal as many times as you can, by whatever means you can. And don't worry if a few people get hurt - whaddya think we pay them for? Get out there and get kickin'!



Speedball 2 was an instant classic on the Amiga. You'll be glad then to discover that the Megadrive version retains every feature of the Blimp's classic future sport. The differences are all slight improvements. The Megadrive conversion is a little faster and

smoother and for some bizarre reason, it suits the joystick perfectly. Graphically, the game is a joy to behold. Detailed sprites, smart backgrounds and some nice special effects all add up to a veritable visual feast. The sound doesn't quite match up to the standard of the graphics, but it still includes some lovely samples and tunes. The options are comprehensive to say the least, with different combinations of teams, players and equipment available. All in all, the best sports sim available on the Megadrive and an essential purchase.

FRANK O'CONNOR



## FAST FURIOUS FUMPIN' FUN!

Fast and furious are the watchwords for Speedball 2, converted from the Blimp Bros' Amiga classic. The emphasis is well and truly on speed, strength and reflexes with no points for second place!

The game centres on the steel ball which spins out of the central gun at the start of play. From this moment it's a fighting free for all, with just about anything allowed as you scrap for points. Tap the fire button quickly and the player with the ball will throw it at shoulder

height. Keep the fire button pressed down and he'll do a curling lob over the heads of the opposition, ready for his mate to catch further up the field. Catch the keeper off guard and you may just slip one in the goal for ten points, a big klaxon and an action replay.

Don't like the look of that bloke with the ball?  
Well, punch his head in!

THANKS...to Console Concepts (0782 71 2759) for the review cartridge

## BIG BOY BONUSES

There's no room for wimps in Speedball 2, and there are a variety of bonuses on offer to really sort out the men from the boys. All are useful and some are so darned good they can make all the difference at the very last minute as you crawl back into the lead.

**Siers:** Siers line the playing field. Hit them with the play ball and you'll score two points for each one. Light up the lot and you'll get a big 10 point bonus. Hurrah!

**Bounce Bombs:** Two of these little beauties lie dormant on the field. Hit 'em with the ball and it flies off in a random direction, racking up two points in the process!

**Multiplier Ramp:** Roll the ball in either direction up the ramp and you'll activate the Score Multiplier. Roll it up once and your scoring potential increases 50 per cent, roll it up twice and each goal is worth double - just the thing if you're lagging behind and need to catch up quick! Beware though, 'cos the other team can turn off the lights just as quick as you can spark 'em on!

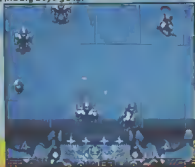
**Electrobounce:** Two of these units line each side of the field. Hit 'em with the ball and it electrifies, glowing gold and knocking over the other player it hits from the other team!

**Warp Gates:** Four of these line the field, and throwing the ball into one of them will cause it to warp out of another further down the field.

## MANAGE YOUR MANIACS

Speedball 2 offers you the chance to manage your team in order to get the best out of them and make sure they really know how to rough up the other side. In this section you can change your starting lineup, while the Gym screen allows you to alter a wide variety of team factors including Aggression, Attack, even Intelligence (or the lack of it!).

▼ It's grunts 'n' groans all the way as the big boys go for it!



# REVIEW



The original Speedball was the best scrap 'n' score game outside the arcade, and Speedball 2 on the Amiga improved it still further. This is the Megadrive conversion of the 16-bit classic, and if anything it's even better in many respects! The gameplay is

certainly faster and smoother, and although you will see a tiny glitch in the scroll at certain times, you'll hardly notice. Graphics are great, sound's a laugh (and this time round there's no annoying little otk yelling "Ice Cream!" when you score a goal!) Gameplay's where Speedball 2 can't be touched, though. Fast moving from beginning to end, it's intensely competitive for every second you're playing - especially if you take on a male for head to head lefts. My only moan is that occasionally you lose track of the ball, but with a game this fast that would only happen in real life, so who's complaining? This is one of the strongest titles on the Megadrive at the moment, so I suggest you snap it up right now!

TIM BOONE



▲ Who'd did you call my star?

## YOU JAMMY SLUGGER!

Little known facts of life. CVG and Meen Machines liked Speedball II so much they organised a knockout compo. Who won? None other than Paul Rend. How? We don't know either, but it must be something to do with those Bitmap-style shades he wears.



## MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	94
LASTABILITY	93
OVERALL	93



# HOT TOP 10

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GARETH HUGHES, KIDSLIGHT  
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## FANTASTIC FRILLS 'N' SPILLS

Fantastic Voyage bears more than a passing resemblance to the likes of R Type and Salamander. You have to find your way to the poor old bloke's brain, passing through all the sections of his body - even the horrible bits. There are two main problems though. One: there are tons of evil critters infesting the body. Two: you need certain weapons and medicines to destroy obstacles. Can you do it in time?

# Fantastic Voyage



What an unexpected treat. Fantastic Voyage is a smart variation on the old shoot 'em up genre, with an ingenious plot and some brilliant special effects. In style it's a little like Atomic Robo Kid, a mixture of exploration and frantic blasting action. It's a great deal

more exciting though, with a real sense of suspense as the clock ticks away and the beddies creep up on you. There are extra weapons galore and very necessary they are too. Graphically this is a treat and a half. The organic feel is brilliant, really slimy and icky! The spotlight effect on the ship as you drift through the body looks superb. Music is good, but you'll only hear it if you have a one meg machine. The game is only as big as a human body, but when you're less than a nanometre in size, that's a lot of area to cover. A smart addition to an otherwise lifeless genre!

**FRANK O'CONNOR**

## WE ALL LIVE IN A TINY SUBMARINE

The blokes in Proteus (the submarine) only have an hour to perform the life saving operation and get out. To escape from the body they have to drive the submarine into the tear ducts of the patient and pop out of his eye. If they don't do it in time, they'll rapidly expand, crushing themselves and ripping the patient apart in the process. If this happens in the head it's all over for everyone involved, but if they make it to his bottom they might just escape with their lives!

# REVIEW

**AMIGA**

**£25**

BY DMI

Anyone seen a smart Sixties film called Fantastic Voyage? Here's the plot: a crazed scientist has perfected the technique of miniaturization, but an unexpected illness causes a blood clot in his brain. The problem with the shrinking process is that it wears off after an hour. The scientist knows how to stop this happening, but he's at death's door! You, a team of doctors and a submarine are all to be shrunk and injected into the scientist's, then make your way to the blood clot and destroy it. Thing is, you have to get in and out within an hour, otherwise you'll start growing again inside the bloke! Get to it!



▲ So, where do we start eh?

## BLOOD 'N' GUTS GALORE

All the baddies in this game are revolting. The first things you come across are flying red blood cells and very realistic they are too. You'll also encounter massive cancer cells, all whitey legs and oozing pustules. There are really nasty things in there though, like lice shaped parasites, which at this scale are about the size of a blue whale. You also have to watch out for the body's defence systems, it may think you are a virus and send out gangs of antibodies to get you!



## AMIGA

GRAPHICS	87
SOUNDS	78
PLAYABILITY	86
LASTABILITY	87
OVERALL	86

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# SPECIAL FEATURE

11

## THE BITMAP FLANGE RASTERDOOBRIE

The Mega CD is a compact unit that sits happily underneath the Megadrive. It's very similar in styling to the Megadrive and once in place it looks deed sexy. The internal gubbins are a mass of smart custom chips and processor doobrie. The Mega CD uses a Motorola 68000 chip like the one you'd find in an ST or an Amiga. This chip runs at 12.5 MHz, which is bloody fast, especially when used in tandem with the Megadrive's own 68000. This is all very well, but a CD ROM really needs one thing - a RAM cache. What's a RAM cache? Well, when a CD unit sends graphics and sound to the host machine, it needs to hold a lot of information in memory. If it can't do that, then you get a very irritating lag while the machine accesses the Compact Disc. This was a big problem with the PC Engine CD unit, the waiting time can get quite aggravating. Fortunately, the Mega CD has a large RAM cache and can handle up to 6 Megabits of info at one time. This is more than enough space for pause-free gaming. As far as sound goes, the Mega CD is a big improvement over the Megadrive. It has an extra 8 channels of PCM sounds and they are well up to the quality of a decent Keyboard. These can be played at the same time as the Megadrive's chip and can also be used with live CD tracks so musically you can't go far wrong. The extra processing power built into the new unit means that the Megadrive can now perform the kind of scaling and rotation tricks that the Famicom is famous for. All in all, a smart bit of kit.

1 大容量6MbitバックRAM搭載  
MEGA-CDの超画



So here it is. The battle of the giants. Nintendo and Sega have been waging war in the console market for years now, with Nintendo always having the upper hand. Sega looked all set to change this around in the British market at least, with the launch of the Mega CD. Nintendo however had different ideas and decided to bring forward the launch of the Super NES (Super Famicom to you and me). The launch is all set for spring, with Super NES machines in the shops, possibly as early as February. Sega don't plan to launch the Mega CD officially until Summer next year. Now here's the question on everyone's lips: Do you buy the Super NES, or wait for the Mega CD? It's not an easy choice, so here's a guide to what a hot and what's not about the two machines...

## BIG IN JAPAN

The Mega CD has been widely heralded in the land of the rising sun, as the machine that will bring CD ROM into the home. There are already a couple of CD ROM standards in Japan, the most successful of which is the Sharp FM Towns. This computer is basically a souped-

MEGA-CD SYSTEM



up PC with smart graphics and a built in CD unit. The thing the FM Towns is most notorious for, is the number of games featuring scantily clad women. It's widely expected that this kind of dodgy software will appear on the Mega CD, although Sega's strict quality controls should filter the worst of it.



## SPECIAL THANKS!

CVG would like to thank the fine gamelists at Aca Consoles (071 383 0480) for getting a Mega CD to our office the very day following its launch in Japan! Best known for their Super NES (Famicom) expertise, Aca are expanding their horizons to take on Sega's wonder machine, so call 'em for info!



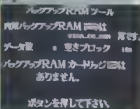
# MEGA CD V SUPER NES

# SPECIAL FEATURE

oul The Mega CD was released in Japan last December and basically sold out as soon as it hit the shops. Sega cleverly released limited numbers, so selling out completely isn't quite as impressive as it sounds. The demand though is easily outstripping supply even now. In the UK, when the machine was launched, grey imports like Advanced Console Entertainment and Console Concepts were snowed under with orders. In fact, when we picked up our Mega CD, there was nearly one not because it was the last one in stock!

## WHERE'S OUR BLIMMIN' MEGA CD?

After months of sneak previews and much speculation, we finally got hold of a Mega CD! The machine arrived in the CVG office only days after its release in Japan. The excitement in here was unbearable. Problem was, when we first got it, we had no software. When you turn the machine on, you are presented with a really sexy demo. This shows the Mega CD logo floating in the sky, it starts turning, spinning and swooping around the screen. It's all very impressive, but it's even more impressive when you discover that the logo isn't a polygon, noapocron, it's a sprite. This gives just a peak at the machine's true potential. The music that plays during the demo is groovy, but hardly mind-blowing.



## A SONIC CATHEDRAL OF SOUND...

Not only is the Mega CD a smart piece of video gaming technology, it's also a bloody good CD player. Instead of the usual array of buttons and dials, all you do is slot in a normal CD and press start on your control pad. The screen then changes from the demo to a menu of options. These allow you to play any track on your CD at random, or you like in a preprogrammed order. There are lots of useful options and if you're into music you'll love it. You can for example, loop small sections of any track, useful for sampling chords or instrument sounds. There are a wealth of options and the sound quality is quite remarkable. Using the audio ports and connecting the Mega CD to speakers, the sound quality is easily as good as a decent CD player. Put through a good stereo system with amplifiers and the unit becomes a formidable bit of Hi-Fi equipment.



## SO IS IT ANY GOOD OR WHAT?

Well there's no doubt about it. The Mega CD is a dead end bit of kit. Problem is, the first few games don't really take full advantage of it. There are a few Japanese RPGs available already, most with untranslatable names. The RPGs all follow the kind of Gauntlet inspired top-down perspective, with a lot of spell casting and wandering about. The one advantage CD brings to this type of game is in the lengthy graphical intros. You get treated to highly impressive cartoon sequences throughout and the accompanying music is quite awesome. We've only seen two arcade style games so far. The first, Heavy Nova, is a cross between a shoot 'em up and a beat 'em up. It's a horizontal scroller, very playable and very fast. Again, the game features huge cartoon intro and smart music, but graphically it doesn't do anything you haven't seen before. Sol Faece is the second of the arcade games and it's a good old horizontal scroller. This is a real disappointment. As far as graphics are concerned, this is no better than say, Thunderforce or Gaiares. There are the now mandatory intro screens and the music is lunky and well composed, but you could easily be mistaken for thinking this was a Megadrive cart. There are a few big titles pencilled in for future release, expect to see a lot of Sega's arcade catalogue, G-LOC and Radmobile for starters. Best of all though, a little birdie tells us that Sonic 2 may well appear on the Mega CD first. From what we hear, it's gonna be something very special indeed!



## BUT WHEN CAN I GET ONE?

The Mega CD has had its official launch in the UK pencilled in as Summer 92. This is reasonably fast and we'll get it around the same time as America. The machine is certainly expensive as an import, around the 300 quid mark. When it's released over here, the reduction in price won't be all that great. Expect an official price of around 250 quid. The Mega CD imports will only work on SCART Megadrives at the moment, but the console boys are hard at work on a conversion and it should be available for Pal machines by the time you read this.

# SPECIAL FEATURE

## THE CONSOLE WITH TWO BRAINS!

The Super NES is a very strange machine indeed! Although it's a sixteen bit machine, the central processor isn't sixteen bit at all. It is in fact an eight bit chip, a 65C816 to be precise but a deeply confused one. It runs as fast as a sixteen bit chip and it thinks like one, but it isn't. Kind of like a Volvo with a Ferrari engine. It's not much to look at but it doesn't hell shift! The Super NES' main attributes are its brilliant custom chips. These are used to create some stunning graphical effects. The colour palette is an enormous 32,000 and the machine can display 256 colours on screen at once. You can take a whole screen or a small area and expand or reduce it in size very quickly. This effect has been seen before in arcade games like After Burner and G-Loc. The Famicom can also rotate screens in real time, much the way Namco's Assault arcade machine does. The chips are powerful enough to combine these effects and clever programming can produce stunning results. The most impressive thing about the SNES though, is the sound chip. This uses eight channel digital PCM sounds, better quality than most mid-range keyboards. These sounds can be played in true stereo and the effect is jaw-dropping. Trumpets, pianos, guitars, all can be reproduced faithfully through the SNES. You can easily link your SNES to a hi-fi and hear the sound through decent speakers, it's well worth doing. In real terms, it's a much more powerful machine than Sega's Megadrive.

## THE GOOD THE BAD AND THE SAD

The SNES obviously excels in anything that involves colour and sound, especially using the rotation/scaling hardware. Where it falls down a little is on its sprite handling. The SNES is capable of displaying tons of sprites, but the speed suffers when there are more than 128 on screen at once. Much has been made of this problem in the computer press, but the Megadrive suffers from this too, although not to the same extent. Where this problem arises most is in fast shoot 'em ups with tons of baddies on screen at once. You'd be less likely to notice

on say, a beat 'em up or a diving game. There are ways round this, with clever programming and light use of the hardware, but it's not as big a problem as you'd think.

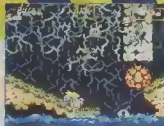
## THE BIG TOP SECRET THING THAT WE CAN'T TELL YOU ABOUT!

After wearing our special investigator trousers for months, we discovered something about the SNES that will make you fill your pants with sheer bed-wetting anticipation. This makes the CD ROM look pathetic and it will change the face of SNES gaming forever! What is it? We're not allowed to tell you! Ha! Aa we evil or what? All we can say is this, when it appears and you own a Famicom, you'll be even happier than a big bag of really happy things. Is it hardware? Is it software? We're not telling, but look out in future issues for more news. It's a biggie!

## FABBY FAMMY FROLICS

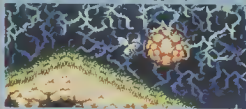
The first batch of Famicom games upon its release in Japan was spectacular. The one to buy the machine for though, was Super Mario World. This was the fourth instalment in the series and is still easily the best platform game ever. The games, unusually for a console included a couple of strategy games, namely Populous and Sim City. These went down a storm in Japan and shifted untold numbers of Famicoms. It's highly likely that the first batch of games will be the same as the first lot of Japanese games. Look out in the future though for great titles like Street Fighter 2 and rumours already abound of Mario 5.

# SPECIAL FEATURE



## THOSE DAMN YANKEES!

The SNES went on sale in America last year and was greeted with great interest, but it didn't do as well as expected in sales terms. There were two main reasons for this: firstly the MegaDrive already had a firm foothold in the market and secondly NES owners were quite happy with their old machine. Software support was fine, with a lot of great titles released with the machine, but many stores had problems getting enough copies. After some teething troubles and a lot of speculation, the SNES is now doing great guns, with a



## CD SHENANIGANS

Nintendo have had a lot of political turmoil with their CD ROM system. This should have been available now but development changes put paid to that. The Nintendo CD ROM was to be developed in conjunction with electronics giant Sony, but the deal fell through early last year. However, the unit was nearly finished and Sony still had the legal right to release the machine. It will probably appear in Japan in the next few months: it is to be called the Sony PlayStation. It will be entirely compatible with Famicom cartridges, but with the addition of a CD ROM drive. Early peeks at the machine reveal it to be a sleek black unit, similar in appearance to Sega's Mega CD. Sadly though there will be little in the way of support for the CD unit, with most developers opting to use Nintendo's system instead. This new system has been designed with the help of Philips and looks set to beat even the Mega CD, at least in terms of tech spec. It should be ready soon and there will be an interesting three way competition between Sega, Sony and Nintendo.



## SO WHICH ONE SHOULD I BUY?

It's up to you. If you're dead wealthy get 'em both, if not, ask yourself these questions. How much do you have to spend? How important is CD ROM? Do I wait for official release, or buy grey imports? Both the SNES and the Mega CD are brilliant machines and both have their strong points. The Mega CD remember, is an add-on and not a stand alone unit. The SNES is due for release very soon. Add all these points up and decide for yourself, but remember, you heard it here first!





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# CHEAT MODE

Well, howdy doody, folks! 1992 is now upon us and soon we'll all be eating analls and saying "Haw he haw" like what those foreign types do. It's also just the right time for tons and tons of smart, new tips to come pouring through the latterbox, after your frantic buying of games over the Yuletide period. In fact, I had such a jolly good time, sorting through your hints and cheats over the past month that I deliberately didn't go home for Christmas - honest. Got a hint, cheat or a new clause to put forward to the leaders of Europa, jot them down on a five pound note and send them to me at: **PAUL RAND'S INTERNATIONAL CHEAT MODE, CVG, PRIDRY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** There's a hundred smackera worth 'o' software for the best entry: this month it goes to Gary Butler for his super spiff GG Shitobi map. Au ravioli!

RMIGN



▲ Aaargh! These aliens are almost as horrible as Paul Rand!

## ALIEN STORM

Blast more baddies than you ever thought possible in this top coin-op conversion, thanks to Glasgow boys The Toxic Wastela. Simply press F to skip to any level.



▲ Kick alien ass with good old Toxic's cheat

## GREMLINS 2

Should you find you're losing your Gizmo's faster than you can comfortably handle, take a tip from Chris Sharp, who lives in Halifax. Type in **SINATRA** on the high scores table to receive infinite lives.

## RAINBOW ISLANDS

Andrew Moorcroft of Derby reckons that if you wait until the rainbow display disappears and type **SSSLLLRSS** and **SPACE**, pressing **SPACE** allows you to increase the number of credits in your possession, letting you battle on with bags 'o' Bubs. Lordly!

## LOTUS 2

You simply would not believe the amount of peeps who have sent in the level codes for this cracking driving game. Daryll Powell of London SW19 was the first out of the bag, so he gets his name next to the cheat. You lucky old thing, ah?

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**PEA SOUP**  
**THE SKIDS**  
**PEACHES**

**MOTORWAY**  
**MARSN**  
**STORM**  
**LIVERPOOL**  
**BAGLEY**



▲ Loads lefts with Lotus 2!

On Marsh level, drive over green blobs in the road for extra time! On Storm level, drive over red blobs (appear after every two checkpoints) for turbo!

Andrew Mackle of Leek. Stiffs, not only sent the passwords, he also supplied a secret code for you Lotus lovers to try out! To find a secret game, type **DUX** on the password option.

More passcode prattlings, this one coming from Martyn Clarke from Basingsloke, Hants. Enter **TURPENTINE** on the password screen for infinite time.

And to finish off this bumper Lotus spesh, Dave from Sheffield says that entering **DEESIDE** on the password screen advances you to the next level, even if the previous one has not been completed. Cor!

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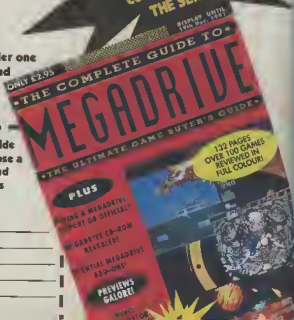
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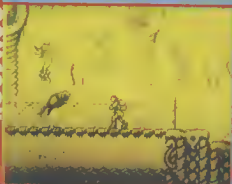
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GET THE LATEST  
AND THE GREATEST  
CONSOLE GUIDE IN  
THE SERIES!!





▲ Will you make it past the bridge of doom? Hopsa sol!

## CASTLEVANIA II

Kendat May, Faversham, Kent and James Noulhan Brighton team up to bring you a hint of password sauciness for this incredible arcade adventure-in-yer-pocket. Go to the password screen and use the following:

**HEART HEART HEART HEART** to enter the hidden music mode  
**CANDLE HEART HEART CRYSTAL** to advance to level two  
**HEART HEART HEART BLANK** to move to the third level



▲ More Castlevania frolics, courtesy of Kendat!

## GARGOYLE'S QUEST

Listen and learn from Arni Vikingur Hafatinnason (for it is he), that Icelandic hero who informs us that, on the password screen, entering **X7SC-E66S** advances you many levels and gives you a stack of items!



▲ Just blow up everything in sight - that's Final Soldier!

## FNA O D

A rock and shoot 'em up on this great little machine, now complete with an equally sturdy couple of cheats from Anthony Konowski of London N9. Select Normal Game then press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** to access level select (do this twice for a thin screen). Press **LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN** on the title screen to enter sound test.



▲ Jaspers, here's a bit o' bother - so cheat your way through!



▲ Check out those fireballs of doom!

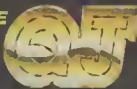
Can I say I've seen this game, but Upwan Rall of Singapore certainly has - he's even sent in a cheat to prove it! Make sure all turbo switches are off. Then press **RUN** and quickly hold down button 2. While holding it down, press **RUN** again - five times for level two, 45 times for level three, 25 times for level four and 100 times for level five. Easy, eh?

## A

Check out these jypad cheats, courtesy of one Mr Anthony Konowski, inhabitant of London N9. Press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, 2, 1** on title screen for level select. To access the sound test, push **DOWN, DOWN, UP, UP, LEFT, RIGHT, LEFT, RIGHT, 2, 1**.

**NEW  
NEW  
NEW  
GENERATION**

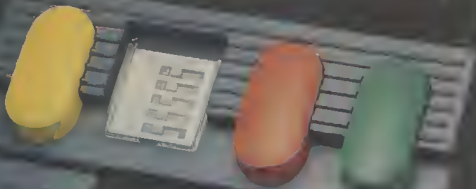
THE



QUICKJOY

**FOOT-  
PEDAL**

**ENHANCE YOUR HOME  
VIDEO GAMES**



... sometimes just using a Joystick is not enough to beat today's generation of computer games ...

The Foot Pedal Controller

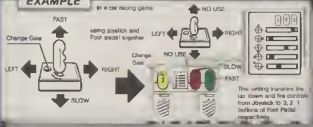
works in conjunction with a Joystick

... By aligning any three of the Joystick functions to synchronise with the Foot Pedals it enhances any multi-functional game that includes flying, driving or playing sports ... games-playing will never be the same ...

**SV-129**

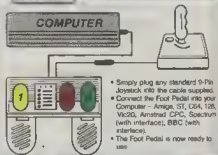
**EXAMPLE**

In a car racing game:



**SET UP**

**COMPUTER**



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▲ Fists and feet fly in Final Fight!

## FINAL FIGHT

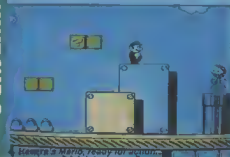
Short and sweet, this one from Gary Palon of Glasgow. Just press  $\square$  to kill all enemies onscreen.



▲ Plenty of bad dudes to kick your ass!

## MAG C POCKETS

Gary Palon strikes back, with a quickie tip for the Bit-map Bros' cool collect 'em up. Pressing P lets you skip through the various levels.



## SUPER MARIO BROS 3

As Meno lever sweeps the country for the third time, Leeds lassie Joanne Stensfield sends in a mega tip to grab lots of lovely lives. Take it away, Joanne!

On level 5-2, go down the first pipe and, keeping to the right, land on a note box and bounce up to the right. Make your way to the top, avoiding the two turtles. Go up the pipe end, once at the top, climb down the next pipe and it will take you to a secret level. Go to the left and hit the first box which is sticking out. Turn into Super Mario and smash the bricks then hit the big question mark, then collect three extra men. Come out and get yourself killed and then go back inside and repeat the process several times to grab a multitude of Manos!

Slaying with Super Mario Bros 3, A Bellset chappie who didn't include his name has found a cheeky way to stock up on enormous amounts of items! Who do you do it? Read on.

To build up a collection of 28 items, complete world 3-4 then use the hammer to smash the boulder which blocks the path to the boat. Float to the islands to collect extra items, then get killed. Re-enter via 3-4 and repeat the process until you have grabbed your fill of goodies!



▲ Ooh, what's this 'ere then? Looks like trouble!

## RAINBOW ISLAND

Brent Jacobz of Capetown, S Africa, has been battling away at this smart NES game for so long he's found this cheat. On the title screen, push up player two's joystick, to select any of the seven worlds on which to begin.



▲ Don't worry about the women - she shows her bum to everyone...

## MEGADIVE

A bit of a stinker, this conversion of the old computer game of the same name, but that doesn't stop James Brotherton from Loughborough, Leics, fiddling about with his joyed to find a handy little cheat mode. Pause the game, press A four times, B three times, B once and A once to receive extra lives.

## ON ROAD TO GLORY

One of the best road-racing games available for the Megadrive, Keith Harmer of Wallington, Surrey, has been beavering away at Road Rush and has come up with the following level codes.

- LEVEL TWO: 00000 00971  
0001V 21H0H with the Panda 500  
LEVEL THREE: 00000 001V1  
0138E 3110S with the Panda 500  
LEVEL FOUR: 41007 046Q1  
1138G 4F50S with the Diablo  
LEVEL FIVE: 00000 04KA0  
1133S 5N248 with the Diablo







RESCUE BLUE NINJA  
WEAPON: BLADE ON CHAIN  
MAGIC WHIRLWIND TRAVELS

**SPECIALITY USE CHAIN TO SWING  
FROM CERTAIN ITEMS**

RBM - ROLLING BALL MAN  
 DT - DYNAMITE THROWER  
 MN - MASKED NINJA  
 AW - AMAZON WOMAN  
 FM - FROGMAN  
 SD - SCUBA DIVER



STAND ON TOP PLATFORM  
AND KEEP FIRING

## THE VALLEY

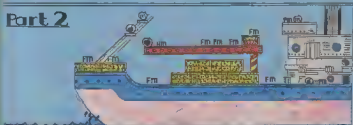
## level 2

## Level 1



## Part 1

## Part 2



THE VALLEY THE HARBOUR

- ② - Extra Energy
- ③ - Extra Life
- ④ - Magic
- ⑤ - Bomb
- ⑥ - Increase bar
- ⑦ - Fire Breather
- ⑧ - Frog Man
- ⑨ - Warrior Bar
- ⑩ - TNT Man
- ⑪ - Barrel Man
- ⑫ - Clinging Man

(Use park)



End level



## PART 3



WEAPON- FIREBALLS  
MAGIC - INVINCIBILT  
SPECIALTY-  
MORE FIREBALL POW  
BY HOLDING BUTTON  
LONGER



(24 Hours)

[illegible]

We also stock software for Spectrum, C64, Amstrad, Megadrive, Master Systems, Game Boy, Lynx, NDS, Super Famicom.

## Part 1



RESCUE PINK NINJA  
WEAPON - GRENADES  
MAGIC - FREEZING  
SPECIALITY - WALKING  
UPSIDE DOWN ON  
LEDGES



## Part 2



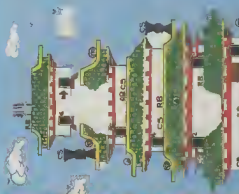
## end level



USE RED AND HIT HELICOPTER  
AS IT APPEARS IN FRONT OF  
YOU. WATCH OUT FOR  
KAMIKAZE MAN BELOW

- BOMB
- MORE ENERGY
- INCREASE ENERGY
- NINJA MAGIC
- EXTRA LIFE

JN - JUMPING NINJA  
LM - LASER MAN  
HM - HAMMER MAN  
EM - EXPLODING MAN  
GM - GUN MAN



## Part 2



## WOOD LANDS

RB - ROLLING BALL  
MAN

RBT - BLADE  
THROWING MAN

MM - MONKEY MAN

TC - TREE CLIMBERS

K - KNIGHT

CS - CHARGING  
SWORD MAN

## END LEVEL

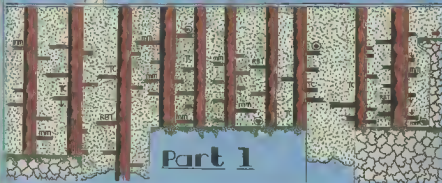


USE YELLOW AND  
FIRE AT MEN WHEN  
THEY DROP FROM  
HEAD



RESCUE GREEN  
NINJA  
WEAPON - SHURIKEN  
MAGIC - EXPLOSION  
SPECIALITY -  
SOMERSAULTS  
SENDING A SHOWER  
OF METAL STARS  
EVERYWHERE

## Part 1



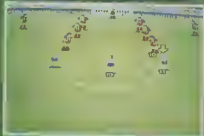
# SUPER FORMATION SOCCER

# REVIEW

FAMICOM

£45

BY HUMAN



I like it! Apart from the odd trevally that wee Pro Soccer, this is the only real footie atm available on the Famicom. It uses the 3D chip to perform some jaw-dropping effects and you can run in and out of the screen at will. The gameplay has a couple of minor

teuties, but these don't really detract from the overall effect. To wit: intent and purpose, this is a straight forward footie game, you use all the same rules and it plays like most other games in the genre. The music is great and some of the sound effects are a bit special. In one player mode, this is a good laugh and the computer teams are challenging enough to keep you occupied for ages. Where it really comes into its own though, is in two player mode. Against a mate, this is a real laugh. The inclusion of ether touch means you can curl the ball in any direction to fool the otherwise intellible goalie. A cracking little game and the only real choice for Femy football fans!

FRANK O'CONNOR

## PC ENGINE DELIGHTS

Serious gamers will no doubt remember the original PC Engine version of this game. It was programmed by Human, a smart Japanese software house. This is still the best looking title on the PC Engine. The Famicom conversion retains all the same options but the graphics and sound are vastly enhanced. At first sight, this doesn't look anything like the first game, but the gameplay is very similar.

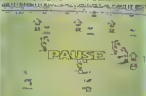
## FORMATIONS OF DOOM

The most impressive feature of Formation Soccer, is the brilliant formation selection option. This allows you to choose a definite play strategy before the game even starts. You have a wide range of team formations, so you can play a forward game, a defensive game, or even line your players up on the wings. Players take it in turns to choose formation, so the one who picks first will instantly give away his strategy to player two. He player two can then adjust his formation to kick ass all over the pitch!

## WHY WAS PRO SOCCER SO CRAP?

When Famicom owners first heard that a version of Kick Off 2 was planned for their machine, they must have filled their pants with fright. Thing is, Pro Soccer is a pile of pants. When this game is plugged in, it gives off the raucous stench of festering turds. It really is a travesty of a game and they ruined a potentially brilliant soccer sim. Fortunately, Formation Soccer is here to save the day.

## ▼ Let's play spot the ball!



Football, the most popular sport in Britain. A game of skill and agility as well as an exercise in strategy and planning. This intellectual side of football is often practised by the likes of Vinnie Jones and Paul 'Gazza' Gascoigne. What we're interested in though, is the hot action of the sport itself and that's what Formation Soccer is all about. It's a three dimensional simulation and so breaks the mould a little. Most footie games are viewed from above, but this one puts you right on the field. The game is a vastly tweaked conversion of the PC Engine original and takes full advantage of the Famicom's hardware. There are two distinct styles of play, one a tournament with you playing the computer and the other is a head to head contest with you up against a friend. The play follows the example of other games in the genre: with you controlling the player nearest the ball. The controls are simple: you can only pass or shoot. So, get your football pants on and it's off down the park for a spot of Famicom football.

## ▼ Choose your favourite



## FAMICOM

GRAPHICS	89
SOUNDS	87
PLAYABILITY	86
LASTABILITY	88
OVERALL	87

# REVIEW

£45

BY NINTENDO

**Z**elda! To some people, this is the definitive RPG and now it appears in its third incarnation on the Super Famicom. The game features the exploits of a small elf named Link. Zelda is a smart and easy little princess who spends most of her time getting kidnapped by evil magicians. This causes no end of problems for the hapless Link, as he's the one who always has to bail her out. Link is a strong lad and does brave too. He must be strong though, because he can carry a quite unfeasibly large amount of stuff in his magic pockets. Armed initially with a small sword, his weaponry can be upgraded as you progress and certain weapons are needed for certain baddies. The game is viewed from a bird's-eye perspective and you walk around the world of Zelda fighting baddies. The map is huge and map-making skills would be an advantage.



As well as the gauntlet style shooting and bashing, you will have to use your brain to solve some rather tricky puzzles. Perseverance and patience are required, but the game has a useful battery back-up facility, so you can turn off and continue later.



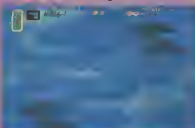
I didn't half like the first two Zelda games and this one is a real sight for sore eyes. The success of the first two games was largely due to the immediately accessible arcade style of play. Zelda 3 retains this and the elements of strategy and adventure are

added treats rather than annoying extras. The game has a lot in common with Gauntlet and games of the ilk. Most of the logic problems involve finding your way out of labyrinths and mazes. You'll also have to decide which weapon or magic powers are best suited to certain tasks. The graphics are very simple, but the animation is fluid and the game is packed full of colour. Sound-wise, Zelda 3 is spot-on. It has some great orchestral scores and lovely sound effects throughout. The Japanese text might look daunting, but it doesn't affect the gameplay much at all. If you liked the first two games, or you fancy a spot of RPG rated malarkey, then get this straight away. It's a corker!

FRANK O'CONNOR



▲ Wonder what this magician will sell me?



▲ Spooky going on in the underworld!

## MAGICAL MYSTERY TOUR

The main ingredient of the Zelda games is sorcery. In this respect, Zelda 3 is no different from the other games in the series. There are various magical spells available, but easily the most important is the magic mirror. This allows you to teleport at will from a number of magic squares in the magical kingdom. This makes getting around the world a lot faster and easier. One snag though, the mirror can be lost if you try to teleport through the evil underworld. Gad-zooks!

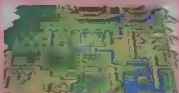


# The Legend of ZELDA III

## TWO DIMENSIONAL MALARKEY

Zelda is a huge game, but the shocking discovery of a parallel dimension makes it even bigger. This other dimension is an evil version of the Zelda world. The bad guys change and the vegetation takes on a sinister aspect, but other than that, the layout is identical. You need to flip between worlds using the mirror if you are to complete the game, as the evil dimension contains some essential spells and weapons.

One thing about Zelda 3 is the Japanese text. You'd be forgiven for thinking this made the game impossible to play, but you couldn't be more wrong. All you have to know is the difference between yes and no. Yes is always placed at the top of your reply list and you can complete the game quite happily just by replying yes to any questions. It might work out expensive in terms of what you can afford to buy in shops, but it's better to be safe than sorry.



▲ A whole world spread out before you!



## FAMICOM

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	90
OVERALL	89

# REVIEW

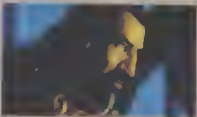
PC

£35.99

BY \$51/US GOLD



The time for battle has come. Fresh from your exploits with the forces of evil in *Eya of the Beholder*, there's no time to rest and take things easy because foul things are afoot once again. This time round there's just one hope for mankind - a direct assault on the dreaded Temple Derkmoon. But who will lead this treacherous mission? Who is brave enough, strong enough, talented enough and foolhardy enough to accept such a gruesome challenge? That's right matey, take two steps forward because it's gonna be you!



*Eya of the Beholder* was a brilliant RPG and you'd think it would take some beating, but not this sequel takes the original formula and improvises upon it no end. The graphics have been revamped, the control system tweaked and the overall feel is much smoother and friendlier. RPGs tend to be a bit daunting for spaced-out laser junkies like myself, but *Eya of the Beholder* is a different kettle of fish. The control system is dead easy to get to grips with and the atmosphere really draws you in. There are more traps and surprises in this sequel than in the original game. Finding your way out of the forest is hard enough, but the dungeons are truly labyrinthine. Music-wise, this is much the same as most PC games, a bit of dead loss. The tunes are grim and uninspiring, but fortunately the decent sound effects save it. If you enjoyed the first game, then you'll find this is much more than a few extra levels. Watch out for it!

FRANK O'CONNOR

## WHO'S WHO AND WHAT'S WHAT?

With plenty of character types to choose from in *EOB2*, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

**With plenty of character types to choose from in *EOB2*, it's worth getting to know what they can and can't do, so here's a quick rundown on each:**

**Dwarves:** Short, stocky and fit - these little fellows are reliable team members.

**Elves:** Slimmer and shorter than humans, they're quick on their feet and good in a crisis.

**Gnomes:** Small in stature, high in intelligence but low on wisdom. Fairly foolhardy.

**Half-elves:** Taller and heavier than most elves, they're mostly immune to spellcasting - well handy!

**Halfings:** A friendly race fairly resilient to magic and good with sling shots.

**Humans:** You know all about them!

Wol's off this then?



## ALL SORTS OF FAB FOLK

All races have their own classes, or types, of individuals. They include Clerics (boring book and spell lovers), Fighters (hurrah!), Magics (more magic types), Paladins (elite warriors, cor!), Rangers (hunters and trackers) and Thieves (light fingered types). Make sure you get a good cross section in your team!



▲ Crikey! Ere a somethin' 'orrible!

Looks like it's time for a scrap...



It's amazing the people you meet... ♥



## MAJOR MAGIC MALARKEY

Magic moments are the order of the day in *EOB2*, with plenty of chances to use spells 'n' stuff to aid you in your quest. Characters such as mages and clerics can cast spells, but they have to have a bit of a rest before they can let loose their talents. Spells can be conjured up either by memorisation or prayer. The first is infinitely preferable, 'cos you don't have to put up with someone mumbling to himself for ages and throwing holy water all over the place...





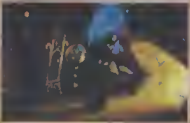
# REVIEW

## EYE OF THE BEHOLDER II

♥ Oooh! It's Mr Creepy.



♥ Time for trouble!



### EYE EYE CAP'N!

Just like the original, EOB gives you the chance to choose your team and modify their strengths and weaknesses for maximum effectiveness. Roll the dice to choose the attributes of your party, select individuals from all walks of life and kit them out with the goods you think they'll need. It's crucial that you get the right mix, because each individual's skills and talents could spell the difference between victory and disaster!



▲ So what does this do? Time to find out!



### OOH, THAT'S A BIG 'UN!

Still shivering over the gruesome horrors of the first EOB adventure? Well, the sequel features nasties so terrifyingly terrible they'll have you screaming for mum the second you clap eyes on them! They'll sneak up on you from behind, encircle your party and let rip before you have a chance to say "Ooh, what's just bitten my bum?" Luckily you can fight back with all manner of weapons from stones to swords.

Asasargh! ♥



### PC

### UPDATE

Amiga and ST owning EOB fans can look forward to this in the not-too-distant. You can still get your hands on the original, by the way, and it's grand.

**GRAPHICS**  
**SOUNDS**  
**PLAYABILITY**  
**LASTABILITY**  
**OVERALL**

**85**  
**85**  
**86**  
**86**  
**86**

TIM BOONE



Eye Of The Beholder was the game which changed the face of role playing adventures, making them more fun than ever before. Everyone's been waiting for the sequel for ages, andSSI have turned in a fine product which more than does justice to the original.

Basically this is an extension of the first (although of course you can play it if you're new to the game) with tweaks and improvements to graphics and gameplay. In one way that's a great strength, in another it's a weakness: fans of the first game will have kittens over this, while those who were looking for a significant march forward will be a tad disappointed. Just a tad, mind you, because nobody could realistically have asked any more of a sequel than EOB2 delivers - a solid, improved, more challenging version of the original and one which should keep EOB devotees happy for a very long time...



# THE CVG CHALLENGE



IT'S BACK! It's back! It's totally rad! It's Britain's greatest games playing contest! It's the CVG Challenge - where we pluck one lucky reader from Sadie's throbbing High Scores mailbox and whisk them from the humdrum of everyday life to the glitz and glamour of CVG Towers to take on the big boys at the game of their choice! Want to play in the big league? Send in those High Scores sharpish! Here's Sadie to tell you all about it...



This month's lucky so-and-so, pulled out of your pitiful pile of High Scores, was Surrey lad Matthew Pont - who nearly filled his trousers when CVG phoned him up and asked him to come down to the big Smoke for the game of his life. Matthew had claimed a monstrously high 884-10 vs Revolver in Microsoft's brilliant Speedball 2 - so I insisted he come down to London and test his mettle against CVG wimpos Paul Rand, Frank O' Connor and Tim Boone. Tension was high, Frank almost wet himself when he found out just how good Matthew was and Paul threw his hands about yelling "Oh God! Oh God!" in that fidgeting, nervous sort of way.

## CHALLENGE 1 SPEEDBALL 2 (MEGADRIVE)

# SPEEDBALL 2

### MATCH 1

#### FRANK O' CONNOR

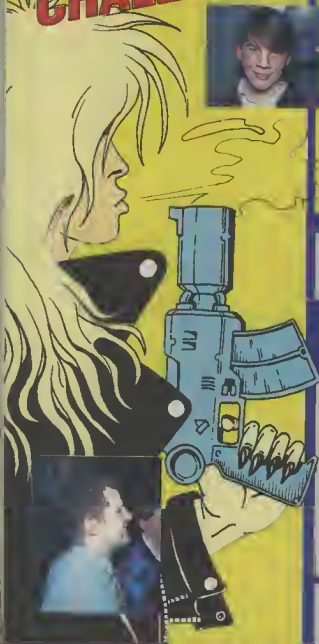
Before the game started, Scotland's answer to Bonnie Langford started blubbing wildly and claimed he needed more practice - until I bopped him in front of the monitor and threatened him with Bulls-eye videos.

Things went badly for Frank in the first game - Matthew took control almost immediately shaking straight up the pitch to slam in his first goal. Before the hapless Frank knew what was going on, Matthew was whacking the ball off the bonus stars at the side of the screen before flinging another straight into the back of the goal. Frank, concentrating hard, managed to pop in two reasonable efforts, but in a fit of blind jealousy, Matthew obliterated him, finishing the first game 125-20! Oh dear. Frank was blubbing uncontrollably by now, but managed to get a grip of himself for the next game. Frank took an early lead and was doing well. Matthew however, was not even remotely bothered and by the time the final whistle blew, he'd won 51-50. Frank left in disgrace and in the huff.

### MATCH 2

#### TIM BOONE

The Big Ed was up next, wringing his hands and looking a bit too confident for his own good. "No worries", he announced,



and started running rings around the challenger and making good use of the bonus objects and the centre dome. But it was not to be. In the second half, Matthew took control and scored some truly inspired goals. He was a silver blur and the man Boone didn't stand a chance. The final score of the first game was a massive 74-10 in Matthew's favour. Tim gripped his joystick a little tighter and started the second game. Like a whirling dervish he sped up and down the pitch, dodging left, feigning right. Matthew made several valiant efforts to regain the lead, but the wrath of angry Boone was just too much and the final score stood at 36-34. The next game was a different matter entirely. Hard fought and exciting to watch, only three goals were scored. Unfortunately for Tim, two of them were Matthew's. It was all over, and we left Tim alone to cry quietly in the corner.

### MATCH 3 PAUL RAND

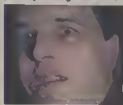
In sweat Paul, his ego billowing behind him. "I'm 'erd, I am!", he cried. Matthew looked more than a little nervous and started shifting uncomfortably in his chair. The game was a corker. Hard fought and tense, the match seemed to take forever. In the first match, Matthew managed to score only one rather sad goal. This man Rand, on the other hand, was unstoppable. As the game progressed, Paul's defensive

strategy paid dividends. Matthew couldn't keep up and Paul's keeper stopped some very brave tries. Rand soared up the screen and slammed a ball in the goal. On the way up, he spanged the ball off the centre dome and tried to hold onto his slim lead of two points. As his final whistle was about to blow, he rocketed another into the goal, securing a win. In the first match, Matthew grimaced and prepared for the next game. It was too late though, Paul's special Speedball underpants were glowing with an intense fury and he began to humiliate poor Matthew. Paul, the evil

load that he is, showed no mercy. Showing off, he ran rings around Matthew and instantly became the World's Most Obnoxious Turd. Whooping with pleasure he won the match with ease, 42-34. Ungrievous in victory, he called Matthew poop-drawers and ran around the room like the spoiled brat he is.

Paul, fails to notice Frank's pranks

So Matthew had won the first leg, but the sneekiness of the CVG team knows no bounds. Outfit deplacably, the boys trumped up an imaginary second leg from nowhere. "You'll have to beat us at Kick Off 2 if you want a prize!" they said. "That's OK", replied Matthew, "I'm really good at it!". The mood quickly changed. Tim threatened to go the huff and Frank looked more like a big girl's blouse than the one I was wearing. Paul, however, was ecstatic. "No-one has ever beaten me at Kick Off," he announced proudly as laughter filled the room.



The man Boone cackling his pants!



## CHALLENGE 2 KICK OFF 2 (AMIGA)

# KICK-OFF 2

### MATCH 1 FRANK O' CONNOR

Frank began with rare promise, taking an early 1-0 lead, but complacency led to some stupid mistakes, allowing Matthew to equalise in the second half and hold on for a score of 1-1 until the final whistle. Extra time saw no goals and the game went to penalties. Frank, a particularly unfortunate case, whined about his lack of penalty skill and the final score held up his claims. Matthew 5, Frank 3. Tears and tantrums for a good fifteen minutes before Tim took the joystick.

### MATCH 2 TIM BOONE

An exciting match with a few spectacular attempts on goal, both players managed to hold off the other to keep the score at 0-0 come half time. Things took a turn for the worse in the second half, however. Matthew's defence was as capable as his attack and, while Tim couldn't get anywhere near goal, the young challenger stormed up the pitch and launched a rocket of a shot, sending the Ed's keeper in entirely the wrong direction, and that's where it stayed. When the final whistle blew, it was Matthew 1, Tim zilch. Tim took it defeat slightly better than Frank, keeping his frustration to a short display of foot-stamping and holding his breath until he turned blue.

Boone's trousers are heavy with fear.

### MATCH 3 PAUL RAND

CVG's self-proclaimed Kick Off champion took his position and what a sight he was. He had brought his special Kick Off joystick and was wearing his lucky vest - the one with beer stains on. What followed was one of the most outrageous displays of gaming prowess ever. All the players did well, but Rand was inspired. A strange silence fell over the small crowd of onlookers as Paul worked his magic. He was like a god - a pale, skinny and rather pathetic god, but a god nonetheless. Shot after shot saw his half time score at 4-0 - and still he wanted more. Matthew put up a brave, if somewhat foolhardy, challenge but to no avail. When the final whistle blew, Paul had scored a massive 6-0. The CVG boys were jubilant.

The spoils of war as today escapes with his goodies!



However, Randy's gaming skills could not alter the anti-mistic Matthew had won four games, CVG only two. Matthew was the winner! Graciously in defeat, the CVG crew shook Matthew's hand and wished him well - except Frank, who crouched, bubbling, in the toilet - and the lucky lad walked off with an armful of free software and a candidate to prove his achievement. Think you can do better, wimpies? Send in those high scores and I'll pick some spammily winner out of the bag!



Frank takes his defeat with dignity.

SADIE



# OFFICIAL U.K. HIGH SCORES

## DEAR WIMPS

will have received game-related prazgies from Santa and I expect to see lots of console scores and elon of Amiga show-offs next time.

Well, by the time you read this, you'll all be too fat and lazy to get any remarkable high scores. The Christmas turkey is now a wasteland of curries and casseroles and all your presents have lost their appeal. Still, a lot of you

## SADIE

### U.K. E.S.

A corking Golf score! ... with Watkins of London. Obviously inspired by Paul Rand's incredible golfing antics in last month's issue! If you think you can do better, put on your special golfing underpants and get out to the Nintendo golf club and start swinging.

**F1 RACE** Chris Skok, Epsom, Surrey **AUSTRALIA 37,81 SEC5**

**TETRIS** Chris Skok, Epsom, Surrey **212 LINES**

**SUPER MARIO LAND** Jason Turvey, Harold Wood, Romford **COMPLETED**

**DUCK TALES** Mark Atkinson, Dunstable, Beds. **COMPLETED**

**WORLD CUP** Vernon Wright, Warbury, London **COMPLETED**

**GOLF** Gareth Watkins, Teetling, London **-20 JAPAN -12 USA**

**BURAI FIGHTER DELUXE** Gareth Watkins, Teetling, London **686,810 ACE**

## MEGADRIVE

Whoa! The Megadrive is going through a bit of a renaissance! There are two, count 'em, two strategy games in the score table! Tim Kelly's score on EA Ice Hockey is a bit suspect though, seeing as the Soviet Union doesn't exist anymore.

**EA ICE HOCKEY** Tim Kelly, Bleichley, Milton Keynes **44-4 SOVIET UNION VS USA**

**STAR CONTROL** Tim Kelly, Bleichley, Milton Keynes **COMPLETE ON A WESOME**

**ROAD NASH** Herbert Parsons, Highghery, London **HEOWOOD COUNSE, 1 MIN 2 SECONOS**

**STREETS OF RAGE** Steven Cheung, Foxhill, Sheffield **810,500**

**MIDNIGHT RESISTANCE** Paul Blackwell, Tilehurst, Reading **COMPLETED**

**STAR FLIGHT** Russell Tuffin, Walton on Thames, Surrey **COMPLETED-853,000 MVS LEFT**

**JOHN MADDEN'S** Russell Tuffin, Walton on Thames, Surrey **HOUSTON 77 ALL MADDEN 51**

## A R SYSTEM

Anthony Bell's amazing score on P. Wrestling is one to beat. Alex Kidd makes a long overdue appearance on the chart again and we have an entry from none other than Brian Ferry. Obviously when he's not making smoochy pop songs, he enjoys a spot of Master System related malarkey!

**HANG ON** Danny Beach, Peterborough, Cambs. **624,518**

**PRO WRESTLING** Anthony "Oing-Dang" Bell, Bucknall, Staffs. **555,800 COMPLETE**

**ALEX KIDD IN MIRACLE WORLD** Andy Hosell, Aberystwyth, Wales. **87,600**

**BUBBLE BOBBLE** Brian Ferry, Hamilton, Scotland **3,060,625**

**DOUBLE DRAGON** Peter Mason, Ruddington, Nottingham **73,196**

## SUPER FAMICOM

Simon Wilmer gets the ultimate score on Geoman Warrior, completed with the max number of points possible. What a guy! Saper Ghoale 'n Ohaets is almost impossible on hard mode, but not if you're the night-on superhuman Simon Wilmer. I bet he drinks Carling Black Label.

**SUPER GHOULS 'N GHOSTS** Simon Wilmer, Chalfont, Glos. **50,000 HARD**

**ACTRAISER** Ryan Sari, Hichin, Herts. **23,240**

**GEOMAN WARRIOR** Simon Wilmer, Chalfont, Glos. **96,990 FINISHED**

**PILOTWINGS** Daniel Patch, Orpington, Essex **COMPLETE**

**FINAL FIGHT** Alan Armstrong, Bank Cottage, Little Chesterford **2,395,193**

## ARCADE

Lots of good scores this month, but let's see some for games like Starblade and Steel Talons. Come and have a go if you think you're hard enough.

**PITFIGHTER** Lloyd Wright, Kidder, Warks. **3,081,390 COMPLETED**

## ARCADE

TIME TRAVELLER Jez Matthews, Surbiton, Surrey	779,350
MAD DOG MACREE James Leach, Wells, Somerset	23,850
BLOOD BROS Lloyd Wright, Kidderminster, Worcs.	235,500
THE SIMPSONS Simon Jephson, Walsingham, Cornwall	299 COMPLETED

## SPECTRUM

A superb score for World Class Rugby, from Mark Kerner of Clapham. Next month though, Lemmings will have been in the shops so there's no excuse for not sending in some smart Lemming related scores.

R-TYPE Robert Patel, 2, York, Leithorpe, Southampton	153,000
SPIN IN Mike Anderson, 1, Avon	COMPLETED
WIMMI CHASE Alan Andrews, Bath, Avon	93,640 COMPLETED
WORLD CLASS RUGBY Mark Kerner, Clapham, London	WDN FINAL 17-0
750CC GRAND PRIX Alex Dyer, Chippenham, Wiltshire	COMPLETED 1ST PLACE

## ST

Two outstanding scores on the ST chart this month, Kick Off 2 got the treatment from Paul Youden and there's a fairly massive score on Speedball 2. Look out next month for scores on WWF and the other Christmas biggies.

SPEEDBALL 2 Martin Tannet, Rochester, Kent	144-2 VS SUPER NASHWAN
SUPERCARS 2 Paul Youden, Morden, Herts.	COMPLETED 35 POINTS
KICK OFF 2 Paul Youden, Morden, Herts.	45-0 ON 4TH DIVISION
SWIV Chris Newton, Penzance, Cornwall	187,750

Alan Murray, Dalkeith, Scotland

13,170 COMPLETED

BLASTERIOIS Michael Leonards, Black Forest, Australia	8,387,810
--	-----------

## NINTENDO

A massive Mario 3 score from James Catchpole in Bedford, if you think you've got the balls to beat that, then send in your score. The classic original Mario also gave a rather astounding drubbing from Trevor Thornicroft of Southam...he completed a massive 18 times in a row, must have taken hours!

BUBBLE DOBBLE Peter Barnes, Dakworth, Kington	COMPLETED 1,072,080
TEENAGE MUTANT HERO TURTLES Derek Rutherford, Portsmouth, Hants.	180,200
KUNG FU MASTER Evander Mclver, Rosyth, Scotland	230,120
SUPER MARIO 3 James Catchpole, Bedford, Lincs.	COMPLETED 50 LIVES LEFT
SUPER MARIO BR Trevor Thornicroft, Southam, Leicestershire	COMPLETED 18 TIMES

## A

Kel Scotland give Austin a good kicking they deserve in Martin Benedetti's superb Rugby World Cup result! Paul Beresford was a bit impressive too, as he tore round the herd level of Lotus Turbo. Think you can beat that? Then get writing!

MAN UNITED EUROPE Simon Wren, Braintree, Essex	9-1 VS SLAVIA SOFIA
GODS Paul Beresford, Chippenham, Wiltshire	3,914,879
LDTUS TURBO Paul Beresford, Chippenham, Wiltshire	148 HARD
KICK OFF 2 Paul Rand, CVG Towers, London	22-0 VS SAD JERRY HALL
ANDREW HARBRIDGE Andrew Harbridge, Ladybridge, Bolton	COMPLETED
RUGBY THE WORLD CUP Martin Benedetti, Dennistoun, Glasgow	84-3 SCOTLAND V AUSTRALIA
TERMINATOR 2 Matthew Williams, S. Glam., Wales	233,300 COMPLETE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your score is good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHScores...

GAME.....SCORE.....  
 GAME.....SCORE.....  
 GAME.....SCORE.....

NAME:.....  
 ADDRESS:.....

TELEPHONE NUMBER:.....  
 MY MACHINE IS:.....



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# REVIEW

NES

£35.00

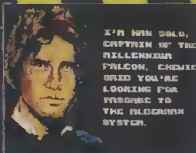
BY JVC/LUCASFILM

A long time ago, in a galaxy far, far away... Star Wars is still one of the most successful movies of all time. All things to everyone: adventure, love story, visual spectacle. Star Wars has it all. The game follows the movie's plot faithfully and includes all its major elements. You start off on Tatooine, Luke's home planet. From here you have to enlist the aid of R2D2, Ben Kenobi and Han Solo. Once you have Han Solo working for you, you can zoom off to the Death Star - via a large asteroid field. Most of the game is a scrolling platform romp, but there are various sub-games, including a 3D section in the middle. It's all there, so get going!



It's all there, so get going!

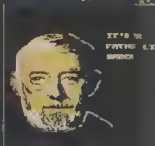
▲ He's hard -  
he's Han Solo!



I'M HAN SOLO,  
CAPTAIN OF THE  
MILLENNIUM  
FALCON. CHEWIE  
SAID YOU'RE  
LOOKING FOR  
PASCAGE TO  
THE ALDEBERN  
SYSTEM.



# STAR WARS



IT'S YODA  
FATHER OF  
WISDOM

## X-WING ANTICS

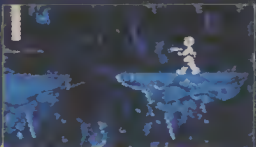
There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3D bit is when you fly the X-Wing through the TIE-Fighter infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.

▼ Loads of levels to explore - hurrah!



## USE THE FORCE

You can't actually use The Force in the game, but there are a few mysterious tricks you'll need to learn. The first obstacles are jump refuted - Luke can jump quite far, but he'll leap a good bit higher if you discover his amazing sprinting ability. Like the Meno games, you hold down fire to run, which makes Luke leap a whole lot further and enables him to reach those otherwise inaccessible ledges. Learning to control the momentum of Luke and the other characters is also vital, so you'll need plenty of practice.







# STAR WARS

## ALL PALS TOGETHER

You have to use all the good guys from the movie if you want to complete the game. Starting with just Luke and C3PO, you seek the assistance of R2D2. Once you have him, Ben Kenobi will join the fun. Next you have to find Han Solo and, finally, Princess Leia. Each character can be controlled and they all have their uses and it's up to you to find out who does what best. The film plot gives clues, so you shouldn't have much problem figuring it out!

## UPDATE

Sorry Skywalker, but if this game is your cup of tea the NES is the place to be. Sniff!



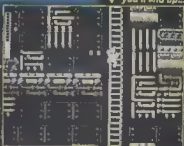
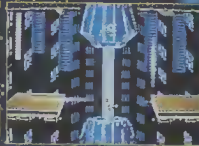
Star Wars is one smart cert! It has all your favourite bits of the movie and a few goodies which weren't strictly in the film. The plot has been doctored slightly to make the game flow a little more smoothly, but you have to do everything in the right order. The main part of the game, a scrolling platform romp is great fun, with death-defying leaps and lots of alien scum to blast. The graphics, considering this is an NES, are completely groovy, with smooth scrolling, top-notch sprites and wonderful backdrops. The cart contains a special music chip which enhances the NES sound capabilities. What this means to you and I is that there are some thumping renditions of the movie themes, as well as brilliant sound effects. The game is huge, you can play for an hour and still only complete five or six percent of the whole thing! Definitely the best film tie-in on the NES and one of the best Nintendo carts for ages!

**FRANK O'CONNOR**

*Don't get lost on the ladder, 'cos you never know where you'll end up...*

## WHY IS C3PO SO CRAP?

Although C3PO is with you all the way through the game, he's completely crap. He doesn't do anything at all except complain all the time. He can't shoot, he can't jump and he can't even speak different languages like he's supposed to. This isn't actually an option, but it wouldn't be a bad idea to leave him in the Jawa sandcrawler. At least they could make him into something useful, like a trumpet or a waffle iron.



It's taken a while to tough down (say about 15 years!) but this game is fab! Lucasfilm has really gone to town here, turning in a game and a half which will have you doing a double take to prove you're actually playing an NES. There's nothing quite like this one anywhere, 'cos it's so faithful to the swashbuckling adventure appeal of the movie itself. Looking very Luke-like you journey through some gorgeous graphics to complete one mule of a tough task! The sound track really stands out, ranking among the best I've ever heard on the 8-bit Nintendo. But at the end of the day what I really like about this game is the way it so closely mirrors the excitement and drama of one of the greatest movies ever. This is the one the fans have been waiting for, and here it is at last!

**TIM BOONE**

## X-WING ANTICS

There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3D bit is when you fly the X-Wing through TIE Fighter infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.



**RY SCANNERS SHOW THAT R2-D2 IS LOCATED IN THE SANDCRAWLER.**

▲ Why is C3PO so crap? Funny answers on a postcard, free game for the winner.

## NES

<b>GRAPHICS</b>	<b>91</b>
<b>SOUNDS</b>	<b>92</b>
<b>PLAYABILITY</b>	<b>90</b>
<b>LASTABILITY</b>	<b>90</b>
<b>OVERALL</b>	<b>91</b>

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# TOP 20

GALLUP ALL FORMATS

## THIS LAST GAME BY

- 1 NE WWF WRESLEMANIA
- 2 2 THE SIMPSONS
- 3 1 TERMINATOR 2
- 4 NE TURTLES 2
- 5 5 DIZZY COLLECTION
- 6 7 FINAL FIGHT
- 7 9 LOTUS 2
- 8 10 BIG BOX
- 9 3 PITFIGHTER
- 10 13 ROBOCOO
- 11 14 RAINBOW COLLECTION
- 12 4 HEIMDALL
- 13 NE SOCCER STARS
- 14 NE TEENAGE TURTLES
- 15 NE SMASH TV
- 16 17 JIMMY WHITE'S SNOOKER
- 17 6 MAN UTO EUROPE
- 18 19 BOARD GENUIS
- 19 11 WORLD CLASS RUGBY
- 20 15 CARTOON COLLECTION

WWF tops the chart as expected! There's some hefty competition up there, though - so let's see what happens next month!

RTS  
CUG  
CHARTS  
CUG  
CHARTS  
CUG  
CHARTS  
CUG



## AMIGA

- |                      |            |
|----------------------|------------|
| 1 NEWWF WRESTLEMANIA | OCEAN      |
| 2 5 SIMPSONS         | OCEAN      |
| 3 2 ROBCDD           | MILLENNIUM |
| 4 1 HEIMDALL         | CDRE       |
| 5 4 LOTUS 2          | GREMLIN    |
| 6 9 JIMMY WHITE'S    | VIRGIN     |
| 7 NEBATTLE ISLE      | UBISDFT    |
| 8 6 ALIEN BREED      | TEAM 17    |
| 9 NELEANDER          | PSYGNOSIS  |
| 10 3 FIRST SAMURAI   | MIRDRSFT   |

Yup, WWF does it on Amiga, pushing Simpsons to number 21. Keep your eye on Leander though - it came from nowhere and could take the chart by storm!



## ATARI ST

- |                        |             |
|------------------------|-------------|
| 1 NEWWF WRESTLEMANIA   | OCEAN       |
| 2 4 SIMPSONS           | OCEAN       |
| 3 5 LEMMINGS           | PSYGNOSIS   |
| 4 2 LDTUS 2            | GREMLIN     |
| 5 3 JIMMY WHITE'S      | VIRGIN      |
| 6 NETEENAGE TURTLES    | MIRDRSFT    |
| 7 1 MICROPROSE GDLF    | MICROPROSE  |
| 8 NEDIZZY COLLECTION   | CODEMASTERS |
| 9 NERUGBY WORLD CUP    | DOMARK      |
| 10 NESILENT SERVICE II | MICROPROSE  |

It's those Wrestlemenace again, with Bert doing his thing at second place. Look out for more Turtles-related leprechaun though, 'cos they'll be hitting hard pretty darned soon!



## PC ENGINE

Just as we suspected, the brilliant conversion of Gradue holds the number one spot. Look out next month for its brilliant sequel, Selamender and Perodue. New in the chart is a smart conversion of vertical shooter, Raiden Tred, apparently, it's right on perfect!

- 1 GRADUIUS
- 2 RAIDEN TRAD
- 3 CDRYODN
- 4 MAGICAL CHASE
- 5 PC KID 2



## MEGADRIVE

Electronic Arts' fabbarony platform adventure takes the coveted top spot and is closely followed by the long awaited John Madden's 92. Crashing in at number five is Madden's only competition, the chock full-o-speech Joe Montana 2!

- 1 ROBOCO
- 2 JOHN MADDEN'S 92
- 3 F22
- 4 GOLDEN AXE 2
- 5 JOE MONTANA 2



Ninja Gaiden goes straight in at number one, mind you, Gems Gear martial artists are hardly spoiled for choice, it's either this or GG Shinobi. Galaga 91 makes an unexpected re-entry and the brilliant (ish) Joe Montana sits tight at number four.

- 1 NINJA GAIDEN
- 2 MICKEY MOUSE
- 3 GALAGA 91
- 4 JOE MONTANA
- 5 LEAORBOARD



## LYNX

Atari's impressive conversion of Stun Runner is the obvious choice for the top slot and it's not surprising with superb graphics and tons of sampled speech. Stun Runner will certainly turn heads on the bus trip home! Robotron isn't too shabby either, although we were a bit concerned about the control method!

- 1 STUN RUNNER
- 2 ROBOTRON
- 3 HARO ORVIN'
- 4 VIKING CHILD
- 5 SCRAPYARD OOG



# Be quick on the draw... and WIN A VIDEO!!!

Courtesy of  
**Gremlin  
Graphics**



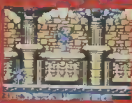
Fancy the chance to watch all your favourite films in the comfort of your own bedroom? Want to own one of the spookiest videos ever? Want to fall asleep to bog off when they try to get their mitts on your wonder machine? Read on...

Those great gamers at Gremlin Graphics are so proud of their forthcoming top gaming treat Video Kid that they're giving away a video to the lucky winner of yet another great CVG compo!

It's true - our lucky video victor will walk off with one of the fabbiest videos around and be able to tape all that great movie mayhem with a machine worth, well for it, FIVE HUNDRED POUNDS! As you can see from these screenshots, Video Kid is set for stardom as a top treat on Amiga and STs everywhere - featuring the adventures of our hero after being sucked into a VCR!



Video Kid awakes to find himself in a video world chock 'a' block full of tafts and surprises. We've seen early demos of the game and it's looking a right old laff. Full review next ish. Anyway, back to the compo. What do you have to do to win this very large slice of video brilliance? It's simple - we want you to draw a character for the game. You can draw whatever you like as long as your character fits the style of the game (in other words it's fun!) and looks good.



Easy eh? So what are you waiting for? Grab your bits of paper and drawing stuff, draw that brill character and send the whole lot off to GIMME THAT VID, KID, CVG TOWERS, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. So get your entry in by February 10 and amaze us with your fab Vid Kidness!

Small print: Hey, the type's gone all tiny - which means we'd better tell you that all the usual CVG compo rules apply which means you can't enter if you're anything whatsoever to do with Gremlin or CVG or your name's Damien Johnston and you live in Harrow-On-The-Hill. Other than that you can

enter as many times as you like. The Editor's decision is final and don't phone us to find out how you're getting on or Frank will rack up your phone bill with true and interesting stories about boring old Bath.



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# REVIEW

MEGADRIVE

£35

BY TREGO

**W**HACK! Two Megadrive bast 'am ups thumped their way into the office just in time for this issue, so we thought we'd put them head to head in another CVG strap-up special. Which one comes out on top? Read on and find out!



**T**ake two fighting masters, put them into an arena and let them scrap it out! There can be only one winner, with no points at all for second place. Nothing matters except victory, and at any cost. That's Fighting Masters for you, the game which pits you against a wide variety of opponents in all sorts of mystical places. Discover your secret moves, plan your tactics and let rip as your opponent attempts to do exactly the same. In this sport only the toughest survive, so have you got what it takes to be top of the pile?

## CHOOSE YOUR HERO!

Fighting Masters features no less than 12 individual scrapping champs, each with their own special characteristics. Here they are:



Hurrah! Here's a pretty nifty one-on-one scrapping game on the Megadrive, and it works really well! Obviously influenced by Streetfighter, this is basically a stripped down version of everybody's fave arcade thumper - and I have to say it works very

well. Graphics are fine, sound's a tad whiffy, but gameplay has been well designed for maximum laughs. In one player mode the game can become a tad boring, but find a chum to fight with and this card really takes off! Everyone will find their own favourite character (mine's Dio!) and perfect their skills to take on all comers. When people start yelling while they play you know the game's a good 'un - and if one player mode was more fun this game would definitely score a CVG Hit! As it is, it's a top in two-player mode and guaranteed laughs for fist fighting pals everywhere!

TIM BOONE



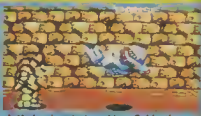
▲ go on, Goldrock! Give 'im hell!

## SIMPLE BUT FUN!

Fighting Masters couldn't be simpler. Choose your fighter and slug it out with either a computer-controlled opponent or a chum for two-player laughs. There are few rules and the match is over when one of you is chewing the dirt. Simple and fun!

## STREETFIGHTING AGAIN?

It has to be said. Fighting Masters is the closest yet to the thrills 'n' spills of Streetfighter on the Megadrive. The influence is obvious, but the game is much simpler than the arcade classic. Fine try, though!



▲ Madusa's got a 'crush' on Goldrock.

**LARRY:** A human from Earth, our Larry's a real muscle man with plenty of stamina and speed. Great at flatcuts, but lacking way-out skills.



**FLAMER:** Hot from planet Odd, this guy can breath fire and pack a pretty powerful punch as well. Good at attack but pretty poor on defensive moves.



**ELEPHA:** Champion of the planet Iona, Elepha's a big old boy who knows how to use his weight to full effect. Tends to be a bit slow at times, though.

**MORIN:** Hailing from the planet Iona, she may be a girlie but Monn sura knows how to pack a punch with the pair of fighting sticks she carries. Swift and agile, but not too strong.



**BEOWOLF:** Straight from the planet Orion, Beowolf has the deadliest fingers in the business - they're made of steel blades! As a special move he can turn himself into a spinning blade, but is surprisingly easy to dust!



## MEGADRIVE

GRAPHICS	80
SOUNDS	81
PLAYABILITY	95
LASTABILITY	91

## OVERALL



An unusual twist, I suppose - monsters in a wrestling ring. Perhaps a clever way to jump on the whole wrestling games bandwagon. It's just a pity that *Beast Warriors* is a pile of old crap. Nothing about it is remotely exciting. The graphics, although looking quite nice in these static screenshots, animate pathetically and the shadow beneath are a complete joke: they flicker and they're all exactly the same size and shape! Sound is pretty atrocious, especially the in-game tunes which are completely ill-fitting. Gameplay is dull, simplistic and annoying in equal parts. Half the time the monsters don't seem to respond to the controls and I simply couldn't be bothered to sit around and find out what the other half was like. Actually, *Beast Warriors* has made me feel quite ill, so I don't want to write any more about it.

**PAUL RAND**

## WHERE ARE THE ROPES?

No ropes cord off this wrestling ring - it's electrified! Throw your opponent onto the invisible force field and he's toasted for a couple of seconds before falling unconsciously to the floor. Just the right time to give 'im a damn good kicking!

If you think the music during the game is a bit on the poor side, you might like to hunt out a few of these beastly tunes and play them all lull bias! *Get It On - T Rex*, *Crocodile Rock - Elton John*, *I'll Be There - The Four Tops*, *American Pie - Ptar*, *noDon Maclean*, *Anything by Des O Connor* - 'cos all his stuff is monstrously bad.

# REVIEW

**MEGADRIVE**

**£35**

BY RIOT

Monsters generally get a bad press. Portrayed for centuries as slaving, brainless killing machines, they don't do much for their publicity. In fact, they're an intelligent bunch, who vent their anger not by stomping around eating prehistoric man, but by climbing into a ring for a bit of a wrestle. Grab that joystick and become one of a variety of these massive maulars, taking on the challenge of flooring your beastly opponent before he gets the better of you. Choose your fighter from a wide selection, then take to the ring and, well, beat 'em shades out of the poor thing in front of you. Couldn't be easier. Hooah!

▼ This ring's electrifying!



# BEAST WARRIORS



▲ He'd better move - and fast!



**TOMAHAWK:** Head hombre on planet Birdy. Tomahawk's a top-flight scrapper who's king in the air but not so hot on the ground. Watch out for his swooping attack of doom!



**MEDUSA:** Hero of the planet Golgon, Medusa may be fat but he's fit as well! Lumbering around the arena, he can suddenly change into a spinning wheel of death from which there is no escape!



**EYESIGHT:** Top man on planet Cyprus. Eyesight's boxing skills know no bounds. Great with his fists, he's not much good anywhere else.



**DRAGON:** Hotshot of the planet Rulgas, Dragon the dragon's another with an uncanny talent for blowing fire out of his gob! Make sure to time your attacks or he'll burn your botty.



The ugliest monster of them all!



**GOLDROCK:** Top of the pile on planet Raitan, Goldrock's one tough hombre made out of stone! He's leirly slow, though, and doesn't have too many moves at his disposal.



**ZRYGUNTE:** Screaming in from the planet Sush, where he's a king lobster, Zrygunte knows how to grab his foe in a pincar grip of doom! Trouble is, if he misses he's wide open to attack! Oh dear...



## UPDATE

Beast Warrior shouldn't be available for any other system. Thank heavens for that!

## THANKS...

...to Console Concepts (0782 712759) for the review cartridge.



## MEGADRIVE

GRAPHICS	36
SOUNDS	24
PLAYABILITY	37
LASTABILITY	5
OVERALL	26

# ARCADE ACTION

**YOWZA!** Arcade king Jaz Rignall pulls on his double-strength thermal undies and fights his way through the snow to track down all the fastest and greatest on the coin-op scene! Could those pants take the pace? Read on and find out!



First there was Pang. Then there was Super Pang. Now the third game in Mitchell Corporation's popular series has arrived - Tumble Pop. Once again it's a one or two-player single-screen platform game, but this time instead of busting balloons, it's hoovering the enemy into submission that's the order of the day...

## MULTI-HOOVERED BONUS BADDIES

Hoovering up and spitting out one baddie at a time is the safest way to play, but you end up with a rubbish score. Tumble Pop experts hoover and store as many baddies as possible and when the vacuum is about to explode eject them out all over the screen. The result of all this dangerous tomfoolery is a large points bonus, plus any hidden items on that particular screen being uncovered, which could mean more points or even power-ups!



## VACUUM ANTICS

The two heroes are armed with vacuum cleaners with which to suck up the baddies. Once hoovered they can be destroyed by ejecting them back out. The vacuum can store an unlimited amount of baddies, and the more you suck up the more points you get. The problem is that they can only be stored for a few seconds, and if you don't eject them quickly it explodes and costs you a life!

The object is to simply hoover up all the baddies on that particular level, and once done take on and defeat the end-of-level boss, with the ultimate aim of beating the Boss boss on the final level!



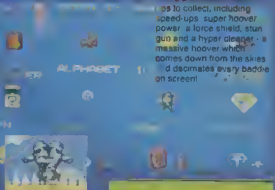
I love Peng and Super Pang, and this sequel is just as much fun! Hoovering up the baddies and then spitting them out all over the screen is a real laugh, and finding all the hidden bonuses as well as beating the seven stages out of all the different

bosses is both challenging and very addictive. It's this aspect that keeps you playing the game - you seem to find something new every time! The graphics and sound are both excellent, but really it's the simple, but horribly addictive gameplay that makes this one of the most fun coin-operated in a long time. Let's hope we see home conversions soon; in the meantime, get down to your local arcade and pump some coins into this - quick!

**JULIAN RIGNALL**

## POWER-UP CENTRAL

...ps to collect, including speed-ups, super hoover power, a force shield, stun gun and a hyper cleaner - a massive hoover which comes down from the skies and decimates every baddie on screen!



## ALL AROUND THE WORLD

Like its predecessors, Tumble Pop's baddie bashing is set across the globe. Starting off at the South Pole, the player travels to Moscow, Paris, New York, Fuji-Yama, Egypt, Peru and finally Australia - which is infested with baddies from Caveman Niall!



**GRAPHICS  
SOUNDS  
PLAYABILITY  
LASTABILITY  
OVERALL**

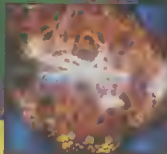


## XEXEX

**OVERALL 72%**

What I want to know is how the hell do you pronounce the name of this latest horizontally scrolling blaster from Konami? Is it zex-zex, or should it be ex-ex-ex, or even zaka-ex? However you say it, the name is definitely the most original thing about the game!

The scenario isn't really important, since what it boils down to is a scroll along, power-up, beat the end-of-level boss routine which, while it's fun, hardly taxes your shoot 'em up skills. It's very similar to all the other hundreds of games in the genre, and apart from some lovely graphics and some thumping tunes, there's nothing here to keep you putting in more than a few coins.



# ARCADE ACTION



## STAR TREK PINBALL

### STAR TREK PINBALL OVERALL 86%

This year the most famous of science fiction television programmes Star Trek, celebrates its 25th anniversary. And as you can imagine, there'll be reunions, memorabilia, commemorative items and special conventions to celebrate the grand occasion.

One such commemorative item is this new pinball table, which packs a fabulously drawn and brilliantly designed playfield and more speech and music from the television series than you think could possibly be squeezed into a pinball! It is one of the best pinballs I've seen in a long time and should keep silverball fans short of change for quite some time.

But what I want to know is, will there be an arcade game? Sega produced a video graphic Star Trek game in 1983 which was pretty good using today's technology it could be updated into something really special! If there's any news on that front, you'll be the first to know.



# CDTV™

**INTERACTIVE  
MULTIMEDIA**

## THE WORLD'S FIRST MULTIMEDIA SYSTEM FOR THE HOME

Are you bored with the TV? Do you yearn for something a little more interesting, something which stimulates the old grey matter and indulges you desire to be entertained? Enter the Commodore CDTV, the world's first advanced learning and entertainment system which plugs straight into your television. Based upon the familiar compact disc player, the CDTV offers a rich set of information and communication capabilities. It brings together pictures, words and sounds in a new format, joining them together in a fascinating world of audio visual challenges and experiences.

The multimedia CDTV player combines a professional CD audio system, advanced computer technology and infra red remote control, to offer a wide variety of interactive applications. These range from games, music, gardening and personal health, to educational discs for any level. In addition, CDTV provides high quality audio reproduction for existing music CDs. CDTV is also a superb learning tool. It allows you to see and hear, offering you the chance to learn new skills and discover hidden talents.

# £499

INCLUDING VAT &amp; DELIVERY - Order ref. CDD 9000

### FREE TITLES!

With every CDTV from Silica, you will receive a **WELCOME - A GUIDE TO CDTV**. The Welcome disc replaces a lengthy print manual with colour and exciting animation, sound, video and text.

**LEMMINGS** WORTH £34.99  
Up to 100 invisible Lemmings drop in to over 100 screens full of danger in this fast acting arcade classic.

**HUTCHINSON'S ENCYCLOPEDIA** WORTH £49.99  
The first British multi-media encyclopedia. It features over 1.8 million words, 200 biographies, 2000 pictures, 150 maps from ITN and 200 audio samples from the BBC sound archives.

### PLUS! FREE HOLIDAY HOTEL ACCOMMODATION

Every CDTV from Silica comes with a FREE 72 page colour brochure with accommodation vouchers. These vouchers entitle 2 people to up to 15 nights FREE hotel accommodation (other options allow 4 people to stay up to 1 night). There are also accommodation offers on hotels in London and France.

## A New Age In Home Entertainment And Education

CDTV finds its place alongside the TV and Hi-Fi system in the home. It is similar in appearance to an audio video and CD players and, with its infra red remote control, is just as simple to operate. But that is just the beginning. CDTV transforms television from a passive to an active medium. The vast storage capabilities of the CD make it an ideal mass information provider, capable of storing and displaying a combination of colour pictures, text, graphics, voice and stored music of the highest quality. CDTV offers a new means of audio and visual experience for everyone.



### FOR REFERENCE

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Times Atlas of Science and Innovation walks you through 5,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.

### FOR COLLEGES & BUSINESS

When Tokyo decided to open a call assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, its style and culture. It also provides a valuable insight to businessmen with its philosophy and negotiation protocol.

CDTV offers a seemingly endless range of possibilities for learning, entertainment and enrichment for everyone whether in the home, the classroom or in business.

### FOR EDUCATION

For young children learning to read can be an adventure in the life Cindrella. For example they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. The World Wide Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.

EDUCATION

### FOR FUN

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective Includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc a graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight other aerobically allowing you to zoom like the ultimate sport pilot with extraordinary realism.



### FOR HOBBIES

CDTV can also enhance your personal interests. The Gardenix Series is designed for use by novice or expert and provides hundreds of full colour illustrations, as well as information on planting and requirements for care. New Bazaar Cookbook provides full colour illustrations of recipes, 'talks' to you to other tips as you cook and a nutritional calculator.

HOBBIES

remote control

ARTS &amp; LITERATURE

## SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all CDTV players shipped in the UK mainland
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Fax: 071-586 0889  
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151 Tottenham Court Road, W1P 0BA Tel: 071-586 0888  
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1-4 The Mews, Hainbury Rd, Sidcup, Kent DA14 4DX Tel: 081-309 1111  
Fax: 081-309 1115

To: Silica Systems Dept CVC-1251/1 1-4 The Mews, Hainbury Rd, Sidcup, Kent DA14 4DX

### PLEASE SEND ME A CDTV CATALOGUE

Mr/Ms/Ms Initials Surname

Address

Postcode

Te: (Home)

Te: (Work)

Company Name (if applicable)

Which computer(s) if any do you use?



# FREE MICROSELLADS!!!

(Well nearly) - To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number.....What are you waiting for!

## THE MICROSELLS

**AMIGA GAMES** for sale. Back to the Future II, Shadow of the Bear II, Knightbane, Joe Blade, Crowd Kingdoms, Days of Thunder, Kid Gloves ES each £40 for the lot. Ring 051 426 2973 ask for Steve after 5pm

**NINTENDO COMPUTER** for sale £150 + 5 games - Mario Bros 2, Robotcop, World Cup Football, Turles and Black Mantis. Ring 0992 552714 ask for Simon

**WANTED Hero's Quest** by Sierra for the Amiga, game must be Hero's Quest, not Quest for Glory 1. Will swap with Quest for Glory 1 or buy it. Phone Jamie on 081 462 4719

**MEGA DRIVE FOR SALE**, sell for £200 with 7 top games or swap for Super Famicom with at least 2 games. Call Richard on 081 857 5635

**FOR SALE** Light Gun for Nintendo + Duck Hunt, will accept any reasonable offer. Please phone 051 678 9269 if interested and ask for Richard

**MEGA MEAGRIE FOR SALE** with Sonic the Hedgehog, Joypad and Stereo Headphones. All for the amazing price of £70. If interested please call Simon on 0260 297558

**AMSTRAD CPC 464** for sale, colour monitor, joystick and over 100 games + magazines. Ask for £180 one. Phone 021 429 3371 ask for Mark

**ATARI 520 STFM** discovery pack, second disk drive, nuclearthon 11m joystick, £250 worth for software, dust covers, disk box, accessories, 10 months old all boxed. Worth £700. Sell for £450 one. Phone 0553 762566 after 6pm

**COMMODORE 64C** light fantastic pack, light gun, joystick, some software, never used. All boxed. Sell for £100 one. Phone 0553 762566 after 6pm

**WANTED Gameboy**. Will pay £20 max. Call Nick on 04522 26854

**SWAP** your mag/ad games for mine. Interested phone: 0262 43565 for details. Games must have instructions

**DOOMEDORE 64** for sale, with 2 joystick, lots of games and accessories, reset cartridge, fast load and action replay cartridge. worth £230. Sell for £175 one. Also disk drive, good condition, with many games. Only £60 one. Phone Ben on 0223 834572

**SEGA MEGADRIVE** for sale, 1 joystick, 10 games including: Sonic the Hedgehog, PGA Tour Golf and Castles of Illusion £250. Contact Chris on 0923 213672

**NINTENDO SUPER FAMICOM PAL** Never used, unwanted gift, with 2 games. Will swap for PC Engine GT, or sell for £256. Contact Dean on 081 907 1676

**FOR SALE** 16 Commodore games and 7 Amiga games. £5 each or all for £45. Contact Steven on 022 8658

**NINTENDO SUPER FAMICOM PAL** Never used, unwanted gift, with 2 games. Will swap for PC Engine GT, or sell for £256. Contact Dean on 081 907 1676

**NINTENDO** for sale, 2 pads, 4 games, Turles Double Dragon II, Snake, Rattle and Roll Probotector. Boxed. Bargain at £150. Will send recorded delivery + £5 P&P. Phone 0538 304565

**GAMEBOY** for sale, with 8 games, game/light, magnifier, carry cases. Worth £300, sell for £180. Call Richard on 0256 782322

**NINTENDO ENTERTAINMENT SYSTEM** with 2 joystick, excellent condition, still boxed, 3 great games including Section 2. Worth £140 sell for £75. Contact Medway 884991. Please ring after 5pm

## THE MICROSELLS cont.

**PC ENGINE PAL** with 15 games, 5 player adaptor and 2 control pads. For £185 one. Tel 0239 213557 after 5pm

**FOR SALE** Atari STFM 1040, double faced disk drive, joystick over 30 games, mouse and mouse pad. Worth over £1000, will sell for £300. Phone 0744 880332

**SWAP** 5 top Amstrad games for 4 good Amstrad games. Would prefer Transformers and any Spiderman game. Contact Omar after 4pm on 020611 in Amnagh

**FOR SALE** Amstrad CPC 464 green screen, cart, get-modulator, computer in very good condition, worth £250 worth of games including History in the Making, Techno-Trap. Sell for £200 + Computer disk for sale VGC for only £50. Or Buy computer and disk for £425. Tel Ed on 0677 766921 after 6pm

**MEGA DRIVE** for sale, excellent condition, still boxed, 2 months old with Sonic, Dick Tracy, Altered Beast and Revenge of Shinobi, a Bargain at £115. Phone David on 0626 555050

**SEGA MASTER SYSTEM** + 501 boxed including Golden Axe, light Phaser, and 18 games including Golden Axe, Psycho Fox, Haxxon, Wonderboy III etc. £220. Ask for Dale on 021 526 4037

**OLD MODEL C64** cassette player, monitor, printer disk drive, 2 jet fighter joystick + over £500 worth of software including many blockbuster games, + word processor and complete control system for the C64 worth £1500, sell for £500. Ring Ed on 0472 840350 for details

**SEGA MASTER SYSTEM** + includes light Phaser, control pads, 2 built in games + 3 additional games. Very good condition. £75 one. Call 0753 886988 (Gerards Cross)

**NINTENDO ENTERTAINMENT SYSTEM** with 2 games. Turles and Super Mario Bros II, 2 pads, brilliant condition, still boxed only 8 months old. A Bargain at £65. Tel 0332 551196

**PC ENGINE** for sale (Scot) 3 games, Joypad. Very good condition. Still boxed. 2 Japanese PC Engine magazines. Sell for £75 one. If interested ring 0795 420882 ask for Dai after 6pm (Sizemorehouse)

**BOXED GAMEGEAR** 2 games, excellent condition - AC Adaptor. Sell for £10. Phone 0928 31894

**SWAP** my Gameboy for Atari Lynx. Gameboy has 5 games, carry case. Tel 0724 783504

**PACK OF 17 Amiga** games for sale brand new including RVE Honda, Kid Gloves and Microphone Soccer. £70 one. Phone 0283 214768 after 5.30pm

**SWAP** Tennis, 2 player link up, headphones and a carry case for a Gameboy, swap for any Nintendo games. Contact Jason on 081 670 4626 after 4pm weekdays, or all day on weekends

**8 FT SHOOKER TABLE** with 2 cues, a spider, all balls, chalk and a triangle. Good condition. still boxed. A Bargain at £45. Tel 0332 551196

**POWER TURBO 33 ROLLER BOOTS** Size 9, with Hockey socks, S&S bearings, excellent condition. With box. A Bargain at £45. Tel 0332 551196

**COMMODORE 64** for sale, over 14 games, 1 joystick, 1 disk recorder, good condition. Sell for £70. Phone 0493 374756 ask for Les

**FOR SWAP** 100 commodore 64 games for commodore disk drive or Gameboy. Phone Seamus Smith on 0861 527538 for details

## THE MICROSELLS cont.

**FOR SALE** Sega Gamegear with 4 games, will sell for £180 or swap for Sega Master System with at least 6 games. Phone Fareham 0239 230800 ask for Robin

**PC ENGINE FOR SALE** with Chase HQ, Wonderboy II, Dungeon Master and Legendary Axe. £120. Phone 0742 665053, Richard (Sheffield)

**SEGA MEGADRIVE** for sale, including joystick and joypads, just a few months old with 5 top great games, batch of magazines and a Japanese converter. All this for only £170 one. Tel 061 443 080

**SEGA MASTER SYSTEM** + with 4 games, 2 controllers and a gun for sale. £110. Phone Charles Thomlinson on 801 0041. Broxley SE4

**ATARI STFM** with £200 worth of games, swap for Megadrive with 4 or 5 games. Phone Luke on 0494 528592 after 4.30pm

**MEGA DRIVE** +3 ideal gift, light gun, joystick, dust cover, boxed games including Batman, Ghostbusters II, Terminator II, Robotcop and many more individual games. Around 200 games. all in good condition. Worth around £500, offers around £125. Phone 5266583 ask for Brad

**COMMODORE 64** for sale, £100 worth of games swap for Gameboy with games. Or sell for £80 one. Phone 081 459 0465 ask for Carl

**SWAP** Bookout for Bore Knuckle, or Streets of Rage, Call Sharaz on 061 366 0575 after 4pm

**GAMEBOY** for sale including Game/light, magnifier, carry cases and 2 games. Worth £100 sell for £50. Phone 0256 782322

**GAMEBOY GAMES** for sale including Double Dragon, Batman, Operation C and others. Sell for £12 each. Phone 0256 782322

**ENGLISH MEGADRIVE** 11 months guarantee, John Madden, Streets of Rage, Spiderman Altered Beast, Wheelie Wre extra pad. £200. Tel 0272 515582 or swap for an Amiga ask for Peter

**A BOY AND HIS SLOB** (The Rescue of Princess Sirobela) for the Nintendo Gameboy. £15. Tel 081 908 0517

**COMMODORE C64** for sale, 140 games, 2 joysticks, 2 light gun and the computer. Ring 504 3693 ask for Glen

**SPECTRUM 48K** games for sale. 12 good games for only £2 + £1 P&P. Phone Ross on 823245 between 4 and 7pm

**WANTED** Atari Lynx 1 or 2 with 4 or more games. Call 081 250 3719 ask for James Boy

**SEGA GAME GEAR** - Master Gear Adaptor, 5 games, Shinobi, Mickey Mouse, Heats Goby Wonderboy and California Games. Coax £250, sell for £250. Ring 0634 681280 ask for Peter

**SEGA MASTER SYSTEM** Light gun, rapid fire unit, 2 control pads + 5 great games. £150. Tel 0308 862630

**GAMEBOY** with 10 games including Batman, Golf and Mario Land + headphones and 2 player lead. Will sell for £145 one. Tel 0704 65455 ask for Paul

**WANTED** Sega Megadrive games will pay £12 each. Phone 0253 875657 (You have to send the games)

**FOR SALE** NES Nintendo with 5 games, including Super Mario Bros 3 and adventure joystick and 2 controllers. £130. Phone Chris on 0507 627559

**SWAP** Gameboy with 5 games including Mario and Double Dragon. Will swap for Gamegear with a games or Megadrive with a game. If interested



Calls cost 34p (Champ rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission.

SPECTRUM 48K & 128K GAMES for sale £700 worth, sell lot £140 or swap for Gamagau! and games. For further enquiries phone Breazling 056

# D I A L - A N - A D N U M B E R

## 0 8 3 9 5 0 0 8 4 8

Calla cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

### THE MICROSELLS

**SWAP** my Zeni Golf for Ricky of World Cup Italian 90 on the Megadrive. Call Shanaz after 4pm on 061306 0676

**FOR SALE ATARI LYNX** with 4 games - Paper Boy, Zenoprobe, Electric Cop and California Games. Phone 03352 42672 and ask for Jamie. **SPECTRUM** + 2 £1600 worth of games, joystick, microdrive, mod-pen, printer, interface 1, multiplace 128, all leads. All for £2200 ONO. Phone Jason on 0452 770618

**FOR SALE Amstrad CPC** 6128 disk drive and computer. In perfect condition with cassette deck, leads and 600 games. Unbeatable offer! Worth £2000 sell for £2000 ONO. Call Andy on 081-530 7518 (London)

**ATARI 820 FTFM** includes mouse, joystick 40 original games. Bargain at £200. Telephone 0633 403580 (after 5pm)

**SEGA MEGADRIVE FOR SALE** 9 games including Sonic The Hedgehog, Mickey Mouse, Super Real Basketball. Worth £500 sell for £300. Also Atari Lynx for sale with 4 games including Gauntlet 3 and California games. Costa £295 sell for £150. Telephone on 0706 521325

**ATARI LYNX FOR SALE** all boxed includes main adaptor and 3 games - Road Basher and California Games. 3 months old, all for £700 ONO. Phone 0678 535041

**GAMEBOY FOR SALE** excellent condition with 5 games - Taito, Mario, Teenage Mutant Nye Turles, Bobble Scoble and Megafire and Light. Telephone 021 427 9287 (after 5pm)

**1-K SPECTRUM +2** - £50 ONO, 20 games, 1 joystick or swap for 4 Sega Master Systems games, preferably good ones. Telephone 0706 60077 (Lancashire)

**PC ENGINE GT 5** months old, still fully boxed, as new, 2 games AC adaptor, batteries, 22 magazines. Worth £300 will accept £220 No Offer. Phone 081 529 5658 (anytime)

**FOR SALE Nintendo** with 3 games - Megaman 2, State of Die and 10 Yard Fight. Price £110. Call 545 6379 and ask for Andrew

**10 PC ENGINE GAMES** - F1 Circus '91, Splitter House, Operation Wolf, Die Hard, Pac Land, Shinobi, Vigilante, Chase HQ and The New Zealand Story. £18 each or £170 the lot. Phone 081 529 5658 (anytime)

**FOR SALE Amstrad CPC 484** with green screen plus TV modulator and 40 games. Price ONLY £100. If interested phone Mark on 081 529 4357 buyer collects.

**GAMEGEAR** with 4 master system games, 2 gamegear games, master gear adaptor plus AC adaptor. Excellent condition still boxed. Sell for £180 or swap for Amiga with games. Telephone 0272 441597 and ask for James

**MEGADRIVE GAMES TO SWAP** - Japanese Wrecks Wars and English Popzies. Any games considered. Phone Mark after 5pm on 0626 332181

**SEGA MASTER SYSTEM** with 17 top games including Phrynosaur, California Games and Altered Beast. Will sell for £145 or swap for a Megadrive with a few games. Telephone 025455 3051

### THE MICROSELLS cont.

**TO ALL AMIGA OWNERS** I have the latest Number 1 game for Amiga. It's Jimmy White's Whirlwind Snooker. It has all the stuff in it - the disk, the manual, a free chalk and the history and rules of Snooker. If you would like to buy this please contact Nelson - 0252 660 990. For a reasonable price of £15-20.

**SEGA MASTER SYSTEM** plus 17 games and Spectrum 128K + 2 with over 100 games. Will swap for a Super Famicom with at least 4 games. Telephone number 025485 3061

**SEGA MASTER SYSTEM** + 17 games and a Spectrum 128K +2 with over 100 games will swap for Super Famicom with at least 4 games. Telephone 025485 3061

**SWAP** Sinclair with 4 games for NES with Super Mario Bros. Call after 5pm 0293 782080 ask for Irite David. Also games are for sale £1 each

**ATARI 82FM** with joystick, mouse, mini leads of games and black and white television. £300 only

Phone Anthony after 5pm on 051 339 0733

**BOXED ATARI 82FM** for sale, joystick, mouse, mouse mat, £150 worth of software and black and white TV. In very good condition, Phone Anthony after 5pm on 051 339 0733. Will sell for £310

**ZX SPECTRUM +2** computer, comes with 1 joystick, lightphaser and 79 games. Games include Midnight Resistance, Italy 1960, Gazze

Batman and Robocop. All for £100. Telephone 0733 78359

**FOR SALE Gameboy** 3 games, 2 player lead, ear phones and view boy, boxed in new £90. Phone Nick on 081954 4463 after 5pm

**SWAP** Gamegear and GG Shinobi for NES and 1 games. Telephone Rick on 0706 214487

**SPECTRUM +2** with joystick and £120 worth of games including Super Cars and Italy 1960. Is in very condition. Selling for £130. Phone Roger on 021 360 5152

**SPECTRUM +2A** 128K computer, includes mouse and art package, light gun and 7 light gun games. Cheats joystick, £200 worth of games. Brilliant condition. £180. Telephone Warrington (0205) 413003

**FOR SALE C64 New Model**, with a dats cassette, light gun, with 55 games including Super Monaco, and some magazine games. Excellent condition. Looking for £180 one. 1 year old. Phone Sandeep after 4pm Monday. Thursday on 081697 9683

**AMIGA A500** 1 mag, boxed as new, colour stereo monitor 3 stereo joysticks, 2 mice, 30 demo disks, 50 top games all over 90%. All this worth £2150, will sell for 500. Ring 0404 765560

**AMSTRAD CPC** disk drive, 45 games on the disk swap for Megadrive with 3 games or sell for £150. Write to Stephen Garmelle, 213 Cranbrook Road, Redland, Bristol. Telephone 0272 441204

**MASTER SYSTEM** with 3 games swap for Gamegear with a few games or all for £90. Phone Stephen on Bristol 441204

**FOR SALE** Amiga goods, master sound sampler for recording music on Amiga, Softwave - Licenses to Kill, Buddies, Afterburner, Hydris, Thunderblade, Operation Thunderbolt, Great Gift. All for £60. Telephone 081 907 2361

**SEGA MASTER SYSTEM** for sale, good condition, includes 4 games and 2 control pads. Bargain only £70. Contact Jo or Tony on 0804 464945

### THE MICROSELLS cont.

**AMIGA A500** 1 mag, boxed as new 14" colour monitor, 3 pro joysticks, 2 mice, 30 demo disks, photon paint, 50 top games all over 93%. All this worth £2150, will sell for just £500. Ring 0404 765560

**SPECTRUM +28** - Operation Wolf, light gun pack plus Batman. Price £70. Multitap printer

Interface for Spectrum 48K hardily used, boxed as new. Price £25. Call Simon 081-908 0517 (don't worry about answer phone)

**DOUBLE DRAKON** for Gameboy £10. Call Simon 081-908 0517 (Don't worry about answer phone).

**ATARI ST GAMES FOR SALE** - Curran, R-Type, Blood Money and 20 others, 43 items - £86. 3 Lynx games - Roper, Gates of Zandion, Chops

Challenge - £15 each, £30 all three. Call 061 941 4322

**NINTENDO GAMES FOR SALE** - Batman £30, Rob of the Black Mirror £20. Phone 0993 704 977

**MASTER SYSTEMS GAMES** for sale. Conard, Curran, Heavy weight Championship, all for £40 or £15 each. Or Swap all 3 for either Wonder Boy or Super Monaco GP. Phone Matthew on 0272 66304

**WANTED** Nintendo NEF. Willing to pay up to £35, no game necessary. Phone William on 081-878 1873

**POW MEGADRIVE** runs all cartridge with 8 games including Super Monaco, Fantasy Sati 2, Arrow

Flash, Falcen and Thunder Force 3. Price £220 or swap for Amiga or POW Super Famicom. Call John on 0632 805 615 after 4pm.

**PC ENGINE POW** for sale, excellent condition, 1 joy pad and 1 pro joystick. Auto Fire. Including

Acrylic Robokid all boxed all for £95. Call John on 0632 805 615 after 4pm.

**I HAVE** Gynog, Hunter Force 3, Wreath, Wreath Which Japanese to swap on the Megadrive. Any games considered. I especially want Ravings of Shinobi, Spiderman, Sonic and EA Ice Hockey. Please phone 07667 7722 and ask for Jasper. I will also sell these games

**SUPER FAMICOM SCART** - unopened gift, used once. Price £140 ONO. Phone 081-796 0610. A bargain not to be missed!

**NINTENDO FOR SALE** plus laptop and controls with 4 game games including Sold Jetman and Snake, Rattle and Roll. Worth £160 sell for £110. Phone Duncan on 0632 854 063 between 8-9pm

**ATARI ST GAMES FOR SALE** Double Dragon £3, After Burner £3, Star Wars £3, Outrun £2, Brick To The Future £10, Golden Axe £10 and Leisure

Suit Larry £15, Flight Simulator £15 and Robocop £10. Contact Joel on 081 962 9685.

**WANTED** for Megadrive - Streets of Rage, John Madden, Mickey Mouse, Jet Rings, Sheriff, Hell Fire, Ghosts and Ghosts. Super Monaco GP. Price £10 - £15 - got to be in good condition. Phone 061 766 4099.

**GAMEBOY FOR SALE** 3 games Brawl Fighter, Super Mario Land and Tama, Games and console boxed, also headphones and 2 player lead. Price £75. Phone James on 0203 825722

**WANTED** - Deluxe entertainment system excellent condition with original box. Includes control desk, 2 game controller, zipper gun, robot and 10 games. All boxed and with instructions. Price £175. Call 021 332 7375.

# DIAL-A-N-AD-NUMBER

## 0839500848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

### THE MICROSELLS cont.

**ATARI LYNX** boxed with 3 games, Gunblast, Rygar, Blue Lightning plus power supply. Very good condition. Worth £180 ask for 190 - Phone Lawrence on 0522 528395

**WANTED** Shoot'n up construction kit for the Amiga will pay £10 ONQ. Must be in good condition. Phone Mark 0506 557 867 after 6pm.

**NINTENDO FOR SALE** with 3 top games including Mario 2, excellent condition, 2 joy pads. Usually costs £190. Bargain for £140 ONQ. Please phone 0295 848533 after 5pm (ask for Connor).

**FOR SALE** Atari ST, sailing with 250 games including Batman, Robocop 3 and Goldlocks 2 which is hard to find in the shops. Telephones 081 344 2058.

**WANTED** Rescue of Princess Blobbina on the Gameboy. Telephones 081-205 5098. Please ring after 4.30 and ask for Idran.

**XZ SPECTRUM +2A** with light-gun and games plus £1000 worth of software. Plus £200 worth of magazines, cover tapes and joy stick. Worth £700 but will sell for £250. Call Martin 051 548 3654.

**ATARI 520 ST** for sale. Over 50 games, has a joy stick and mouse. Will sell for £350 ONQ or will swap for an Amiga. Telephone 071-359 9053.

**FOR SALE** Spectrum 120K+. Will sell for £100. It comes with 20 games, 1 joy stick. Phone Ipswich 01743 210783.

**AMIGA 500 FOR SALE** with 30+ games and joy stick. Worth over £1000 ask for £400 ONQ. Call 0344 52054 (after 5pm) ask for Robert.

**AMIGA GAMES FOR SALE** £5-£10 or all for £45. Call 0344 52054 (after 5pm) ask for Robert.

**POWERCADE ARCADE MACHINE** fully complete. Requires a spare monitor. Can be as working. Bargain only! £130! Will swap. Buyer must collect or arrange delivery. Phone 0308 865003.

**PC ENGINE GAMES FOR SALE OR SWAP.** Lots to choose from. All between £10-£14. Phone 0306 865003.

**LYNX TSU 5** excellent games, 2 player lead, all boxed. Will swap for Gamegear or over 4 games and power supply unit. Phone David on 051-269 0094. Please call if you in London area or all.

**WANTED** Princess Blobbina on the Gameboy. Willing to pay £8. Telephone number 081 205 5095. Phone between 5 - 9pm.

**FOR SALE** good as new Nintendo Entertainment System plus light-gun and 8 games. £150 the lot. Call 0524 734133.

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# NEW

## LUCASFILM

Still bowled over by the incredible Star Wars Review seen earlier in this issue? Well, that's just the start of the thrills 'n' spills for NES fans - 'cos The Empire Strikes Back is on the way! You'll already know that Star Wars on the NES is the best thing since Darth Vader's hairdo, and from the looks of things Empire looks set for even greater things!

▲ An Imperial walker takes the rebel base



▲ Use the force in a number of ways!



## THAT'S IT - THE REBELS ARE THERE

Just like the movies, Empire picks up where Star Wars left off - and the ultimate aim of the game is the defeat of Darth Vader in a showdown light-saber battle to end 'em all! The action will take place across three planets and features a enormous palpa to explore. The game will also allow you to develop skills as you progress, operating loads of ships and weapons and even taking on those hulking great Imperial Walkers in a whiffy little Snowspeeder - just like the movie!

▲ A bit of advice from the old master



## I WANT THAT SHIP, NOT EXCUSES

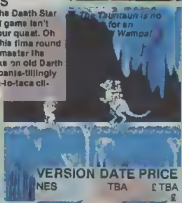
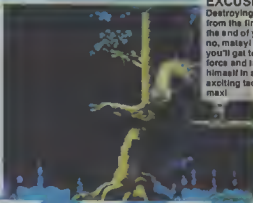
Destroying the Death Star from the first game isn't the end of your quest. Oh no, matey! This time round you'll get to master the force and take on old Darth himself in a pants-biltingly exciting face-to-face climax!

The Yodaun is no for an Wampa!

# THE EMPIRE STRIKES BACK

## APOLOGY ACCEPTED, CAPTAIN NEEDAH...

The good news is that the game has been developed by those topper dudes at Lucasfilm - they made the movie, for Cliff's sake, so it's got to be good! The bad news is that the game won't be available for a while, so in the meantime you'll just have to drool over these screen shots and rush out for Star Wars instead!



VERSION	DATE	PRICE
NES	TBA	£TBA



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# MARBLE MADNESS

VIRGIN

Roll on! It's out on NES, Gameboy and Megadrive - now get ready for Marble Madness on the Sega Master System! This huzzazz classic sees the player controlling a marble ball in a world of esdistic steelies, awful acid pools and manic mazes - the object being to escape! All that stands between you and the exits to each level is the time limit - a limit which gets ever shorter the further into the game you proceed. A tall order for a marble - but one which must be overcome if you are to succeed! Virgin, fitting this conversion into their oh-so busy schedule, showed us an almost complete version of the game and we were well impressed. Almost all the features of the coin-op are in there, with graphics closely resembling those of the coin-op! Something they haven't been able to include is the moving walls effect on level two, due to the fact that it would have took the size of the game over the cartridge capacity - and to bump up the cart size would have cost the punter around a fanner extra! This omission shouldn't damage the gameplay - we'll find out when we review the game damn soon.



Silly Zone! Don't avoid the baddies!



First level and it's all downhill from here!



Ride those wily wave duds!

VERSION	DATE	PRICE
MASTER SYSTEM	TBA	£ TBA

# PREVIEW

## DESERT STRIKE

ELECTRONIC ARTS

What's very big, very busy and keeps coming out with totally brilliant games? Electronic Arts, that's what! Not content with some of the best Megadrive titles ever, they're all set to release another which will probably add to the list!

Desert Strike puts you in charge of a pretty spanky chopper and right in the middle of a pretty wacky scenario. Basically the idea is to blow away as much of the opposition as possible, while keeping your own backside in one piece. It's a forced perspective 8-way scrolling affair, featuring some spanky graphics and wall 'ard gameplay. As usual the CVG pilots have already taken an early version of Desert Strike for a bit of a spin, and it's looking the biz. More news just as soon as...



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VERSION	DATE	PRICE
MEGADRIVE	TBA	£ TBA

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# PREVIEW



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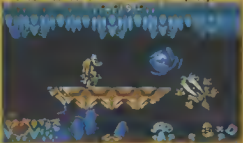
The game went down a storm on 16-bit machines everywhere, combining some pretty nifty 3D with cryptic puzzles, natty nauties and ercede-estyle screeching leffel! Stun guns at the ready, the CVG boyos have already taken a sneaky peak at the game and reckon it's looking well wicked. Virgin are currently putting the finishing touches to the game, which should be unleashed in the Spring - so look out for the Review to end all reviews on these teeny pages pretty bloody soon!

▲ The Corporation knows all, sees all



▲ Let the ugly goon have it!

▼ Chuck Rock deals with a sabre-toothed pussy!



▼ Oh no! Death from the skies!



RICK ALLEN

SEGA GENESIS  
16 BIT BATTLES  
MEGADRIVE  
TBA

VIRGIN

Oh 'eck, missus - you Megadrive menace are in for a bit of a treat when Virgin unleash their long-suffered conversion of this 16-bit smesh onto a ready 'n' willing world. Corporation pits the player against the might of, um, you guessed it, The Corporation - a gang of well bad beatles who have angina-ed all sorts of evil nauties; and you've got to beat the lot before the boot you well end truly up the bottom.

MEGADRIVE

Still with those busy beavers down at Virgin - they're all set to baah all and sundry over the head with a very big belly by the name of Chuck Rock! For sad nobodies who don't know any better, Chuck Rock originally came from Cora and was one of the most popular games on home computer - featuring the antics of a seriously dippy Cavemen and the equally crazy caveman who lives in his laff-a-minuta world.

The aim of the game is to belly-buff your way through more than 500 screens of action as Chuck rocks away and tries to rescue the lovely Ophelia from his love rival Gary Gritter! Featuring loads of leffel and some criminally addictive gameplay, Chuck Rock looks like a great little for console - and rest assured we'll be giving it the full CVG treatment as soon as we possibly can, if not sooner...

VERSION DATE PRICE  
MEGADRIVE TBA £TBA

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# LUCASFILM/US GOLD

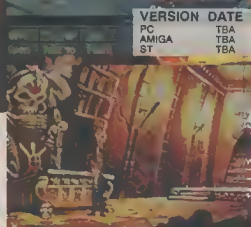
The men with the hat is back! And this time, the game isn't based on a movie! Indiana Jones returns in a new Lucasfilm adventure, the idea for which comes from an Indy comic book, *The Fate Of Atlantis* - in which Henry Jr is trying to find a gizmo which will save Atlantis. Not on his telly, as ever, are those nasty Nazis, who also want to rescue the lost city but for very different reasons - they want to harness the immense power and use it for evil. Joining Indy for the first time is Madame Sophie Hapgood, who follows our hero, not just because she's gorgeous and looks good on our screens, but also due to the fact that she can offer lots of assistance throughout the quest. And you'll need all the help you can get when you pick up that whip and don your jacket and hat, because there isn't no video of the film to refer to!

# INDIANA JONES THE FATE OF ATLANTIS

Indiana Jones - *The Fate Of Atlantis* is to be the second Lucasfilm game to be given the IMUSE treatment (the first, *Monkey Island 2 - LeChuck's Revenge*, is reviewed in this issue!) so expect something very sexy in the sound department. As you can see from the screenshots, Indy 4's graphics are of the usual high quality - let's hope that the gameplay at least matches that of Indiana's Last Crusade. We'll be reviewing *Indians Jones - The Fate Of Atlantis* pretty darned soon - as usual!



VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA



## VIRGIN

Alright, so it wasn't exactly the best film of all time - but the computer game of the film could turn out to be one of the best PC titles ever! Those busy bees down at Virgin are all set to unleash this mammoth title pretty soon, and the early version we've already seen is looking grand. Basically the game is a big-time world conflict affair in which you struggle against your enemies for control of the goody which makes the world go round - *epics*. *Dune* features some totally top graphics and a style of play all of its own, and should definitely be one to watch out for.

# DUNE

VERSION	DATE	PRICE
PC	SPRING	£ TBA



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